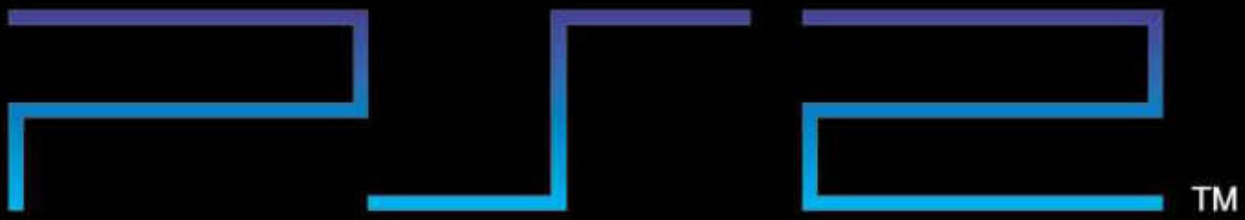

THE

PlayStation®2

Encyclopedia

vol.7

software - bundles - demos- protos - unreleased - homebrew

copy/paste:
DaddaRuleKonge

2019

DaddaRuleKonge

This is book is made for people who collect for, or are interested in, the PlayStation 2. I made this book cause` I like to catalogue and categorize stuff, and to learn more about the system. But I am also a small time collector of the system (though the original PlayStation are (was) my primary collection).

If you are annoyed, or the owner of some of the content i used in this book, send an email to me: sennep@hotmail.com.

Similar books/PDF`s in the same format are books on NES, SNES, PSX, SMS, N64, Game&Watch, NeoGeo, including several other book in the same vein, from TMNT toys to Point and Click games.
http://daddarulekonge.itch.io/
DaddaRuleKonge.com

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Reference Guide

These are web sites that i use a lot for pictures/screenshots, reference and much of the information. If I have not used wikipedia on a game description, then I have tried to credit it at the bottom of the text.

I can recommend all of these websites, as they are very informative and fun to look through. If you are the owner of one of these sites and feel that i have done you wrong, then please send me an e-mail and i will make the necessary change to your wish.

GameFAQs

"Founded in 1995, GameFAQs has over 40000 video game FAQs, Guides and Walkthroughs, over 250000 cheat codes, and over 100000 reviews."

• Used for mostly the cover art and the review score

A giant database consisting of most games released with information, faqs and pictures.

http://www.gamefaqs.com/

Moby Games

"Metacritic aggregates music, game, tv, and movie reviews from the leading critics. "

• Used for the review score

A site that collects review scores from several review sites and user scores. A good site to get a unbiased review of a product.

http://www.metacritic.com/

Moby Games

"MobyGames is the oldest, largest and most accurate video game database for games of every platform spanning 1979-2014."

• Used for info and some pictures

A good site for information and pictures on much of the games released.

http://www.mobygames.com/

The PlayStation DataCenter!

"This site wants to be the most complete playstation one games database in the web, we got covers, screenshots, cheats, controls, game saves, descriptions, etc."

• Used for info

A giant database of information and pictures on most Ps1 & a good deal of Ps2 games. This is probably the most important tool in collecting for the PlayStation.

https://psxdatacenter.com

IGN

"IGN is your #1 destination for all video game news, expert reviews, and walkthroughs."

• Used for info a few places

It's IGN... It is what it is...

https://nordic.ign.com/

hardcoregaming101

"Our reviews and in-depth features explore all aspects of gaming. We started in 2009, with thousands of articles"

• Used for info a few places

A great site with a lot of in-depth articles about a lot of unknown game series. Highly recommended for a fun and interesting read.

http://www.hardcoregaming101.net/

demo pals

"features collector's resources to Nirvana records, survival horror games, PAL PlayStation demos, and Tomb Raider promos"

• Used for info info and pictures on some demo's

A detailed site which includes information and pictures on different demos.

https://crimson-ceremony.net/demopals/index.php

10min Gameplay

• Used for pictures

A gigantic youtube channel that show a huge amount of gameplay videos from several different consoles.

https://www.youtube.com/channel/UCzjc5uyPodS9U9E4tpNRUw

kireev20000

"Welcome to my channel. I enjoy playing both retro and modern games. Subscribe!!"

• Used for pictures

A great dailymotion.com user that made a lot of hig-def videos showcasing gameplay videos for several Japanese games.

https://vk.com/sugarmind

Wazap!

• Used for some Japanese video game ratings

Wazap! is a vertical search engine, video game database and social networking site to distribute gaming news, rankings, cheats, downloads and reviews. It indexes gaming sites and categorizes the information as news, reviews, cheats, downloads, previews and articles.

https://jp.wazap.com/

Games of All Generations in HQ\HD Jr

"Welcome to my channel. I enjoy playing both retro and modern games. See playlist section for more games. Subscribe!!

PS. Gameplay vids were captured to show game mechanics not my skill at playing particular titles - keep that in mind while watching."

• Used for pictures

https://www.youtube.com/user/RetronyashJr/

Software

These pages consist of non-games , like tools and software discs.
Some of these discs came in a bundle with an accessory, and some came as a stand-alone disc.
For more information on different accessories (DVD remote, HDD, etc.) look at the pages on the accessories pages.

DVD Player Disc

J N P

Developer Sony
Publisher Sony
Release date 2001 - 2002

This is software for the PS2 internal DVD Player. It came with the PS2 DVD remote and updates the DVD Software to a certain version for the Fat PS2 PAL Consoles. The disc was not required for the Slim Consoles.

The update give the remote new functions, like faster rewind and fast-foward.

NTSC-J versions:
Version 2.01
Version 2.12
Version 2.14
Version 2.16
Version 3.00
Version 3.04

US versions:
Version 2.10
Version 2.12
Version 2.14

PAL versions:
Version 2.10
Version 2.14

Mirage

P

Developer BT Plc
Publisher Sony Computer Entertainment
Release date (eu) June 28, 2004

Mirage is an H.264 video streaming software for Playstation 2. The software was never officially released, only v0.02 (beta) was available to members of the PlayStation 2 network gaming beta trial. The disc is pretty rare.

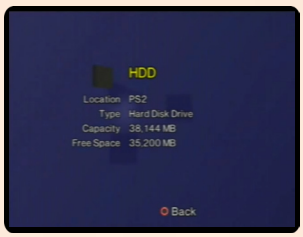
Karaoke Revolution Network Adaptor Pack

J

Release date (jp) December 4, 2003

This bundle includes a microphone, a network adaptor and a Karaoke Revolution online trial disc.

HDD Utility Disc



Developer Sony
Publisher Sony
Release date 2004

HDD Utility Disc is software to format a hard disk drive for use in a PlayStation 2 console, in conjunction with Network Adapter. It only works with the official PlayStation 2 HDD unit. It makes the HDD appear in the PS2 Browser on the same screen that game discs, video DVDs, music CDs, and Memory Cards appear.

HDD Utility Disc's main feature is to allow creation of folders on the HDD to store game save files. If a folder named "Your Saves" is present on the HDD, games that support saving to the HDD and loading from it will use that folder. If that folder doesn't exist, the games will create it when attempting to save to the HDD. While many Japanese PS2 games support the HDD as a location to save and load game saves, support for that function of the HDD, and many others, were removed from nearly every North American release of those games during the time before the North American HDD release (ex. Xenosaga Episode 1, Dark Cloud 2, Kingdom Hearts, Final Fantasy X), and even a few games afterwards (ex. Star Ocean: Till the End of Time Director's Cut).

The only other feature of HDD Utility Disc is enabling launching of games installed to the HDD, though it can only do so if the game supports launching from the HDD, and most games that install to the HDD require being launched from the original disc as an anti-piracy measure.

HDD Utility Disc 1.00 was included with Japanese HDD units from mid-2001, when the HDD launched in Japan, until early 2002, when PlayStation Broadband Navigator replaced it.

HDD Utility Disc 1.10 was included with North American HDD units, which were released on March 23, 2004 as the Final Fantasy XI/HDD bundle, instead of North America getting a release of the current version of the PlayStation Broadband Navigator software. There appears to be no difference in functions between versions 1.00 and 1.10 of HDD Utility Disc.

Due to the HDD not being released in PAL regions, except in Linux Kits, there exists no version of HDD Utility Disc for PAL PS2 consoles.

The disc was bundled with the PlayStation 2 Hard Drive.

"ipfs.io"

Utility Disc

Developer Sony
Publisher Sony

These are the Japanese HDD and DVD utility discs.

PBPX-95211 (HDD Utility, 1.00)
PBPX-95201 (DVD Player, 1.00) (possibly shared with Sub Rebellion)
PBPX-95202 (DVD Player, 1.01) (possibly shared with Sanyo Pachinko Paradise 6)
PBPX-95203 (DVD Player, 1.01)

PSX Update Disc

Developer Sony Computer Entertainment
Publisher Sony
Release date (jp) 2003

This is the Software update discs for the Sony digital video recorder console, the PSX. The PSX came in different models and came bundled with different software discs.

DESR-7000/DESR-5000: Version.1.10 (PSXC-00201)
DESR-7000/DESR-5000: Version.1.20 (PSXC-00202)
DESR-7000/DESR-5000/DESR-7100/DESR-5100: Version.1.31 (PSXC-00203)
DESR-7000/DESR-5000/DESR-7100/DESR-5100: Version. 2.11 (PSXC-00204)

J

Network Access Disc

Developer Sony
Publisher Sony
Release date (eu) 2003

This is the European version of the installation disc for setting up the Playstation 2 Network Adapter. The disc's purpose is to install a file on the Memory Card containing connection settings, which will then be accessible by various games that had online capabilities. Aside from that it also contains some instructional videos on how to properly install the Adapter onto the PS2 console.

"wiki.pcsx2.net"

P

N

Network Adaptor Start-Up Disc

Developer Sony
Publisher Sony

This is a North American version of tool disc for setting up PlayStation 2 network connection. Most online games came with a network setup option, so the disc was in most cases not needed. It had some additional options and gave users access to Sony's central station.

Online Start-Up Disc

Developer Sony
Publisher Sony

This is a North American version of tool disc for setting up PlayStation 2 Internet connection.

Version: 3.0
Version: 4.0
Version: 2.2.11 (Mexico?)
Version: 3.5

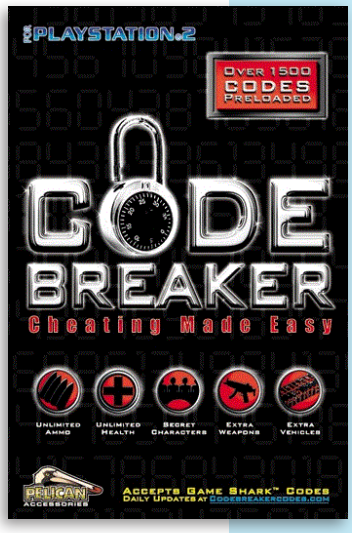
N

TV Kura Emon

Developer Olympus
Publisher Olympus
Release date (jp) November 30, 2002

This disc contains a software to connect TURBO MO mini EX IV+ magneto-optical drive to PS2 (via USB) and transfer images from Olympus digital cameras

Code Breaker



Developer Pelican Accessories
Publisher Pelican Accessories
Release date (us) June 15, 2006

Code Breaker is a cheat device developed by Pelican Accessories, which was available for PlayStation, PS2, Dreamcast, Game Boy Advance, and Nintendo DS. Along with competing product Action Replay, it is one of the few currently supported video game cheat devices.

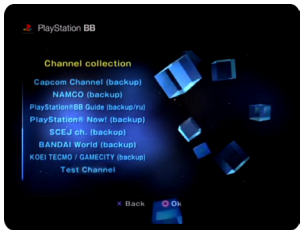
Originally developed by the Fire International Group and distributed by Pelican Accessories as the NTSC/UC (North American) counterpart to the PAL (European) Xploder cheat device, the CodeBreaker first appeared on the Dreamcast relatively late in the console's lifecycle. Soon after the Dreamcast version was released, development began on a PS2 version.

After version six hit the market, Fire International abruptly broke off their partnership with Pelican to develop the newly Mad Catz-acquired GameShark. It was also at this time that the Game Boy Advance Code Breaker was discontinued. Pelican Accessories put together an internal development team and proceeded with future versions of CodeBreaker.

Though previous versions of the PS2 Code Breaker were plagued by limited functionality, later versions were lauded for features such as a simple, uncluttered menu and "typing" systems. Version 9 added support for USB keyboards.

Unlike other cheat devices which store cheat codes on proprietary storage devices, the PS2 Code Breaker stores codes on memory cards, thus cutting down on manufacturing costs. Saves can also be copied from USB flash drives. The device's official web site, Codetwink, run by CodeMasterX, (who also coded the entire cheat engine and cheat code types in the product) provides codes posted by the former Game Shark Code Creators Club. Codes can be downloaded from the official web site using the device's "Day1" feature. Later versions include support for the PS2's Broadband Adapter and internet chat.

PlayStation BB Navigator



Developer	Sony
Publisher	Sony
Release date	2002, 2003, 2004

PlayStation Broadband Navigator (also referred to as BB Navigator and PSBBN) is software for Japanese PS2 consoles that formats a hard disk drive for use with those consoles and provides an interface for manipulating data on that hard disk drive. It only works with official PlayStation 2 HDD units.

Apparently the PlayStation Broadband Navigator has a more strict region lock on it than normal PlayStation 2 software, as the software will only boot on NTSC-J systems with a model number ending in 0, meaning they are sold in Japan, making the software unusable on Korean and Asian NTSC-J PlayStation 2 consoles.

Versions

PSBBN version 0.10 Prerelease was released and bundled with Japanese PlayStation 2 BB Units (Network Adaptor and HDD bundle packs) in early 2002, replacing HDD Utility Disc 1.00. It lacked the ability to store and manage game saves on the HDD that HDD Utility Disc had.

PSBBN version 0.20 was released in late 2002. It added functions to the interface of the software, including the ability to update itself to new versions over a broadband internet connection and management for game saves.

PSBBN version 0.30 was released in mid-2003. It added access to Sony's feega service (which is used to bill the monthly fee for some online games) and an e-mail program. Version 0.31 was released in late 2003, fixing an exploit.

PSBBN version 0.32 was released in early 2004, and is the current version as of early 2014. The only of the Audio Player option inside the Music Channel, which allows to transfer music between the HDD and a MiniDisc player in earlier PSBBN versions.

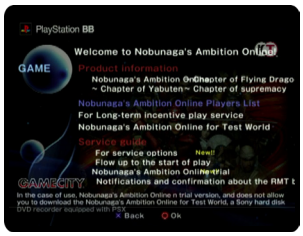
PlayStation Broadband Navigator included many features that was not available with the original HDD Utility Disc software. Some Japanese releases take advantage of the features, and may even require a specific version (or higher) of the software.

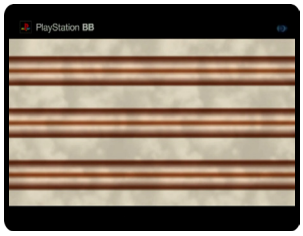
The features of the software include:

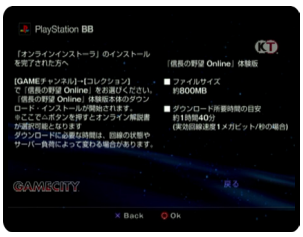
- Game Channel
- Access to online sites, similar to web pages, for various ISPs and software publishers (only in version 0.20 and higher)
- Downloadable game demos or full games (ex. Pop'n Taisen Puzzle-dama Online demo, Star Soldier BB full game, Milon's Secret Castle full game)
- Downloadable picture and movie files
- Information pages on past, current, and future releases and services
- A launching point for bootable games installed to the HDD
- NetFront 3.0, a Linux-based web browser
- Music Channel
- Provides a tool to convert an audio CD to audio files on the HDD
- Provides an organization system for audio files stored on the HDD and a means to play them
- Provides a means to transfer audio files between a MiniDisc player and the HDD over a USB connection (only in versions 0.20 through 0.31)
- Photo Channel
- Provides an organization system for picture files stored on the HDD and a means to view them

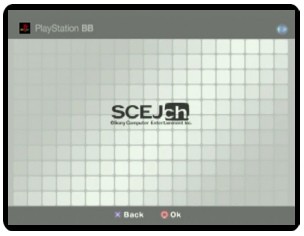
• Provides a means to transfer picture files between most of USB storage devices and the HDD
• Movie Channel
• Provides an organization system for video files stored on the HDD and a means to view them
• feega account management (only in versions 0.30 and up; required for Net de Bomberman and Minna no Golf Online)

A few games require PlayStation Broadband Navigator either for certain features to work, or for the game to work at all.
Known games are:
• Energy Airforce (Taito)
• Lets players replace in-game music with music stored on the HDD (PSBBN 0.20 or higher)
• Minna no Golf Online (Sony Computer Entertainment) - Online servers no longer active
• Requires a feega account (PSBBN 0.30 or higher)
• Net de Bomberman (Hudson) - Online servers no longer active the game is still available for download using a modified version of PSBBN
• Requires a feega account (PSBBN 0.30 or higher)
• Nobunaga's Ambition Online downloadable game from the company's Koei way is still supported, you can download via Gamesity Channel available Trial version
• PSBBN requires version 0.32
• Front Mission Online PSBBN requires to run, and also establishes its network services and Play Online Viever
• PSBBN requires version 0.32
• Kingdom Hearts Final Mix (Square)
• Allows specific info to be stored on the HDD for shorter load times.





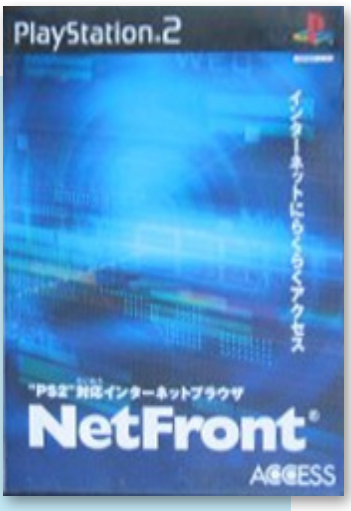




NetFront

Developer	Access
Publisher	NEC
Release date	(jp) March 29, 2002

NetFront is an Internet browsing software for PS2. NetFront supports modem connections while NetFront for Δ supports NEC Aterm series of routers. It appears to have been a version of Access Corporation's NetFront browser, the most popular embedded Internet browser in Japan at the time.

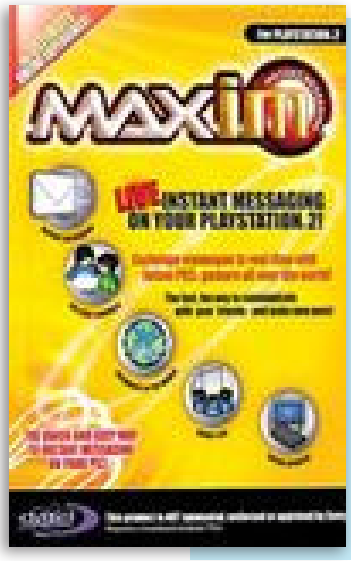


PrintFan with popegg

Developer Agenda
Publisher SCEI
Release date (jp) November 15, 2000

Popegg is a printer designed to be used with the PS2. Games compatible with Popegg: Gekibo 2, EGBrowser, Basic Studio: Powerful Game Koubou, A-Ressha de Ikou 2001, Velvet File Plus, Cool Boarders Code Alien, Lake Masters EX, Primal Image for Printer, Mamimune * Mogacho no Print Hour and Might and Magic: Day of the Destroyer. PrintFan is a software for the printer.

J



N

MAXim

Developer Datel
Publisher Datel
Release date (us) 2005

MAXim is a chat application for the PS2, which allowed users to communicate via broadband around the world.

Users could do things like create a buddy list, send private messages, use emoticons, and use chat commands. Users could enter a chat via the on-screen keyboard or use a USB keyboard. Users could also choose their own 'avatar'. The MAXim messages was free to use.

Digital Album Kura Emon

Developer Olympus
Publisher Olympus
Release date (jp) November 30, 2002

Digital Album Kura Emon is part of a large series of digital album software for Olympus digital cameras. The software let users organize photos.

Internet Omakase Romu

Publisher Omron, Access
Release date (jp) March 2, 2002

Internet Omakase Romu is an internet browsing software for PS2 which supports the VIAGGIO ME56PS2 series of modems.

Dengeki PS2:
PlayStation 2 Save Data Collection 2006

Publisher Media Works
Release date (jp) December, 2005

This was the first PS2 software catalog that contains save data of the PS2 games recorded by Dengeki PS2 by December 2005 and tricks and glitches for PlayStation, PS2 and PSP games. The disc also includes PS2, PSP's all software catalog, which is the continuation of 10th Anniversary PlayStation & PlayStation 2 All Soft Catalogue Special SaveData Collection *(vol.1, page 120)* released the previous year.

The disc contains save data for 695 games.

Dengeki PS2:
PlayStation 2 Save Data Collection 2007

Publisher Media Works
Release date (jp) February, 2007

The 2007 edition contains around 3537 tricks and glitches for PS, PS2, PSP and PS3 games, a catalog of 2700 titles and a save data CD for about 800 games.

Dengeki PS2:
PlayStation 2 Save Data Collection 2008

Publisher Media Works
Release date (jp) March, 2008

The 2008 edition, also known as Save Data & Urawaza Taizen 2008, is a continuation of Dengeki PS2 2007 catalog. The disc contains tricks and glitches for PS, PS2, PSP and PS3 games, a games catalog and a save data CD.

Linux for PlayStation 2

Publisher Sony Computer Entertainment
Release date (jp) 2002 (?)

Linux for PlayStation 2 came as two disc and includes a Linux-based operating system and is part of a kit released by Sony Computer.

For more on Linux for PlayStation 2, look at the pages containing accessories.

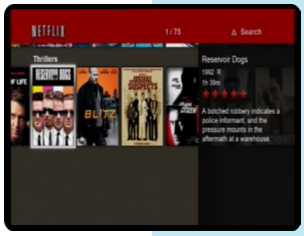
Netflix Streaming Disc

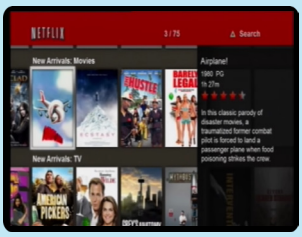
Release date 2011 (Brazil

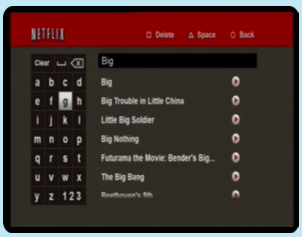
This DVD requires a plugged in network adapter connected to the Internet to watch Netflix videos on PS2.

In the early days of Netflix streaming services, PS3 and Wii owners had to use a special disc provided by the company to access the Instant Watch service. These discs were eventually phased out in favor of embedded solutions, but the antiquated technology is still in use for the PS2. The PS2 variant was created exclusively for the Brazilian market.

Considering the PS2's massive install base in North America, it would-seem like a Netflix disc for the console would be a popular offering. After all, the Wii's successful availablity of Instant Watch proves that streaming on a video game console need not be in high definition. It's understandable why Sony and Netflix chose to pass on offering it though. Sony would much rather sell PS3s than PS2s at this point, and offering Netflix on PS3 is a major selling point. Some may even see it as a reason to upgrade to the modern console. While there may be a demand for a PS2 Netflix disc outside of Brazil, it's not really in Sony's best interest to offer it. Brazil, on the other hand, clings to older technology for a very long time, where one can only look on how successful the Sega Master System was long after that console was dead everywhere else in the world.

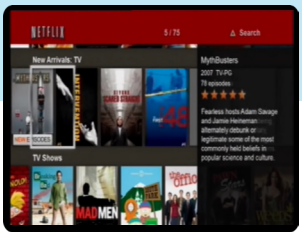


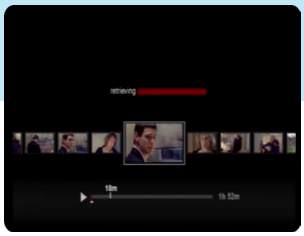




The experience is similar to the PS3's, except nothing's in HD. It also apparently acknowledges ones Netflix account with no problem, and the menus are even in English. Most surprising of all is how it works on NTSC consoles, which is strange considering that Brazil mostly supports PAL.

"pressthebuttons.com"





Side effects are to be expected.

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WANNA BEAT THE GAME?™

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Bundles

These pages consist of games that came in a bundle where two or more games was sold as a package.
Limited Editions which consist of a game along with different accessories, like a art book, is not included in these pages.

Agent Collection

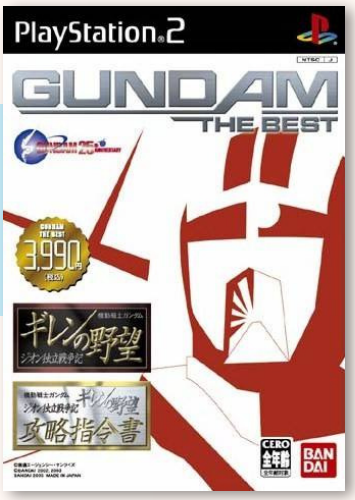
Release date (eu) March 18, 2005

This collection includes European editions of *GoldenEye: Rogue Agent* and *James Bond 007: Everything or Nothing*.

A-Ressha de Ikou 2001 Perfect Set

Release date (jp) January 1, 2002

This is a 2-disc compilation of *A-Ressha de Ikou 2001* and *Train Kit for A-Ressha de Ikou 2001*.



Ambition of Giren - Zeon Independence War + Direction Book of Capture

Release date (jp) February 17, 2005

Armored Core Machine Side Box

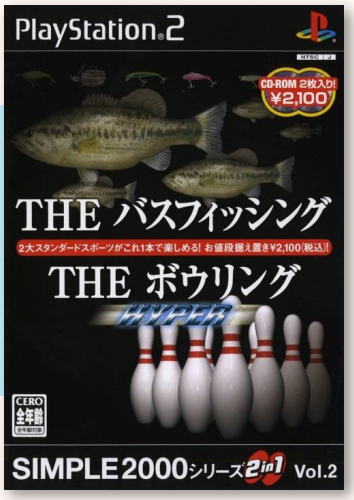
Release date (jp) December 21, 2006

This collection includes Japanese editions of *Armored Core* (PlayStation), *Armored Core 2*, *Armored Core 3*, *Armored Core: Last Raven*, Making of DVD and a Soundtrack. It also includes a book, a manual and a poster.

The Bushidou & The Sniper 2

Release date (jp) August 4, 2005

Game description: This collection includes *Simple 2000 Series Vol. 28: The Bushido - Tujigiri Ichidai* and *Simple 2000 Series Vol. 16: The Sniper 2*.



The Bass Fishing & The Bowling

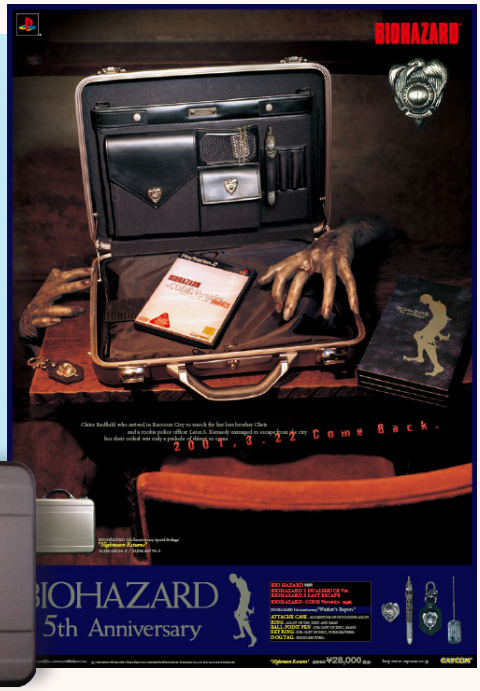
Release date (jp) June 2, 2005

Game description: This collection includes *Simple 2000 Series Vol. 3: The Bass Fishing* and *Simple 2000 Series Vol. 24: The Bowling Hyper*.

BioHazard Code: Veronica Kanzenhan / BioHazard 4 Value Pack

Release date (jp) September 17, 2009

This collection includes Japanese editions of *Resident Evil Code: Veronica X* and *Resident Evil 4*.

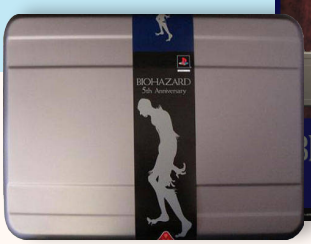


BioHazard: 5th Anniversary Package

Release date (jp) June 2, 2005

This special box contains the Wesker's Report DVD, a metal pen, a dogtag stampted with a serial number, a key chain, a silver skull ring and four Resident Evil (BioHazard) games:

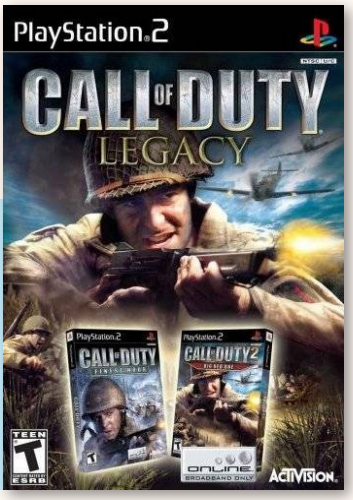
- *Biohazard Director's Cut* (PlayStation)
- *Biohazard 2 Dual Shock Ver.* (PlayStation)
- *Biohazard 3: Last Escape* (PlayStation)
- *Biohazard Code: Veronica Kanzenban*



Burnout Anthology

Release date (us) November 19, 2008

This collection includes *Burnout 3: Takedown*, *Burnout Dominator* and *Burnout Revenge*.



Call of Duty: Legacy

Release date (us) November 14, 2007

This collection includes *Call of Duty: Finest Hour* and *Call of Duty 2: Big Red One*.

Call of Duty Trilogy

Release date (us) January 21, 2008

This compilation contains: *Call of Duty: Finest Hour*, *Call of Duty 2: Big Red One* and *Call of Duty 3*.

Chou Battle Houshin & Houshin Engi 2 Premium Pack

Release date (jp) November 16, 2002

This collection includes Japanese editions of *Chou Battle Houshin* and *Houshin Engi 2*.

Crash Bandicoot Action Pack

Release date (us) June 12, 2007

This collection includes *Crash Tag Team Racing*, *Crash Nitro Kart* and *Crash Twinsanity*.

Dengeki SP: Futakoi Collection

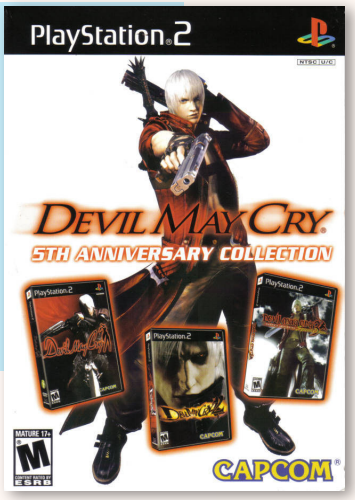
Release date (jp) March 2, 2006

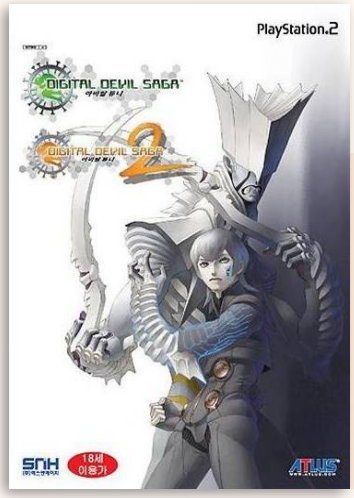
This collection includes *Futakoi* and *Futakoi: Koi to Mizugi no Survival*.

Devil May Cry: 5th Anniversary Collection

Release date (us) October 24, 2006

This collection includes *Devil May Cry*, *Devil May Cry 2* and *Devil May Cry 3: Special Edition*.

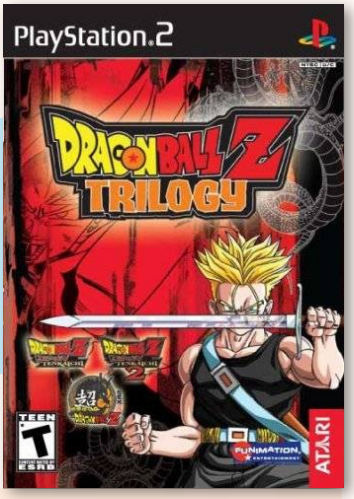




Digital Devil Saga: Avatar Tuner 1 & 2

Release date (ko) September 30, 2005

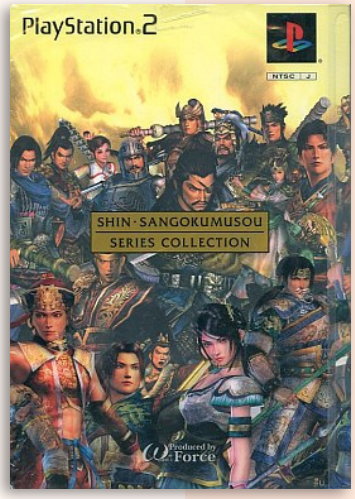
This collection includes Korean editions of *Shin Megami Tensei: Digital Devil Saga* and *Shin Megami Tensei: Digital Devil Saga 2*.



Dragon Ball Z: Trilogy

Release date (us) September 24, 2008

This collection includes *Dragon Ball Z: Budokai Tenkaichi*, *Dragon Ball Z: Budokai Tenkaichi 2* and *Super Dragon Ball*



Dynasty Warriors Series Collection Volume 1

Release date (jp) Jan 1, 2006

This collection includes Japanese editions of *Dynasty Warriors 2 (Shin Sangoku Musou)*, *Dynasty Warriors 3 (Shin Sangoku Musou 2)*, *Dynasty Warriors 4 (Shin Sangoku Musou 3)*, *Dynasty Warriors 3: Xtreme Legends (Shin Sangoku Musou 2 Moushouden)* and *Dynasty Warriors 4: Xtreme Legends (Shin Sangoku Musou 3 Moushouden)*. The package also includes a CD featuring maxed out data, allowing players to play at full power and gain instant access to every weapon and item in the game.

Dynasty Warriors Series Collection Volume 2

Release date (jp) Oct 26, 2006

This collection includes Japanese editions of *Dynasty Warriors 4: Empires (Shin Sangoku Musou 3 Empires)*, *Dynasty Warriors 5 (Shin Sangoku Musou 4)*, *Dynasty Warriors 5: Xtreme Legends (Shin Sangoku Musou 4 Moushouden)* and *Dynasty Warriors 5 Empires (Shin Sangoku Musou 4 Empires)*. The package also includes a CD with save data collection and a post-

Dynasty Warriors 4 Empires Excellent Box

Release date (jp) April 1, 2004

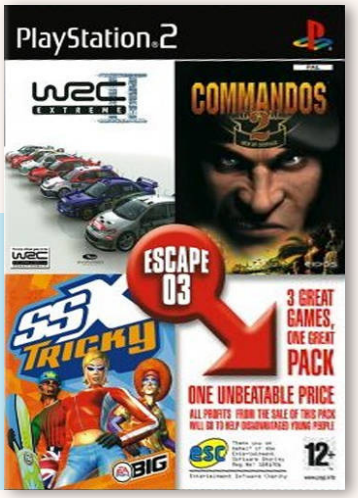
This collection includes Japanese Editions of *Dynasty Warriors 4: Empires*, *Dynasty Tactics 2*, *Kessen II* as well as Dynasty Warriors 4 Empires Complete Guide.

ESA Foundation Compilation Set

Release date (us) November 10, 2005

This collection includes NTSC-U editions of *Splashdown: Rides Gone Wild, ATV Offroad Fury 2* and *Need for Speed: Hot Pursuit 2* and has its unique serial (SCUS-97530).

This compilation is considered to be a very rare release



Escape 03 Charity Pack

Release date (eu) August 23, 2005

This collection includes European editions of *Commandos 2: Men of Courage, SSX Tricky* and *WRC II Extreme.*

Fantasy Battle Kouryaku Box

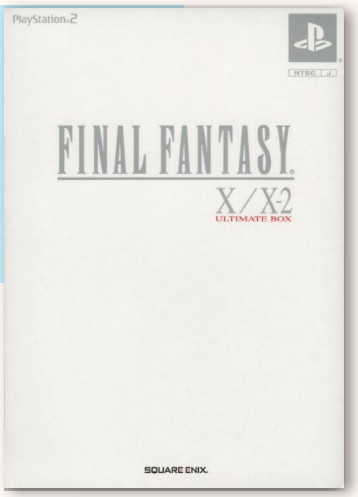
Release date (jp) June 24, 2004

This collection includes Japanese editions of *Crimson Sea 2, Mystic Heroes (Koei the Best edition)* as well as Crimson Sea 2 Complete Guide book.

Final Fantasy X/X-2 Ultimate Box

Release date (jp) September 7, 2005

This collection includes Japanese editions *(Ultimate Hits)* of *Final Fantasy X* and *Final Fantasy X-2.*



G1 Jockey 4 2007 & Winning Post 7 Maximum 2007 Premium Pack

Release date (jp) November 01, 2007

This collection includes Japanese Editions of *G1 Jockey 4 2007* and *Winning Post 7 Maximum 2007*.

Galaxy Angel Anime Commemoration Rune Box

Release date (jp) November 22, 2006

This collection includes *Broccoli Best Quality Edition* of *Galaxy Angel*, *Broccoli Best Quality Edition* of *Galaxy Angel: Moonlit Lovers*, *Galaxy Angel: Eternal Lovers* and *Galaxy Angel II: Zettairyouiki no Tobira*.

Galaxy Angel: Eternal Lovers Set of 3 Eternal Package

Release date (jp) February 24, 2005

This collection includes Japanese Editions of *Galaxy Angel*, *Galaxy Angel: Moonlit Lovers* and *Galaxy Angel: Eternal Lovers*.

Guitar Hero & Guitar Hero II Dual Pack

Release date (us) October 31, 2007

This collection includes *Guitar Hero* and *Guitar Hero II*.

Grand Theft Auto Double Pack

Release date (us) October 21, 2003

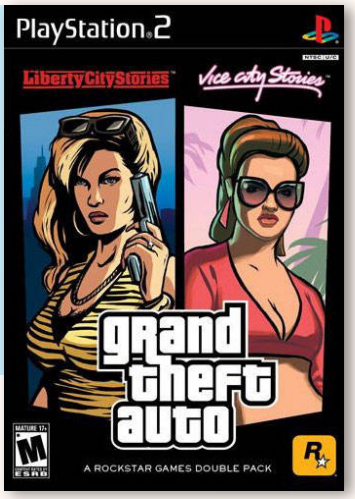
This collection includes *Greatest Hits* editions of *Grand Theft Auto III* and *Grand Theft Auto: Vice City*.

Grand Theft Auto: The Trilogy

Release date (us) November 20, 2005

This collection includes *Grand Theft Auto III*, *Grand Theft Auto: Vice City* and *Grand Theft Auto: San Andreas*. US release has its own serial (SLUS-27006).

Grand Theft Auto:
Liberty City Stories / Vice City Stories



Release date (us) June 23, 2009

This collection includes *Grand Theft Auto: Liberty City Stories* and *Grand Theft Auto: Vice City Stories* and has its own serial (SLUS-27035).

Hakuouki Twin Pack

Release date (jp) August 27, 2009

This collection includes *Hakuouki* and *Hakuouki: Zuisouroku*.

Harry Potter Collection

Release date (us) October 23, 2007

This collection includes *Harry Potter and the Chamber of Secrets, Harry Potter and the Prisoner of Azkaban* and *Harry Potter and the Goblet of Fire.*

Harukanaru Toki no Naka de 3 & 2 Twin Pack

Release date (jp) December 22, 2004

This collection includes Japanese editions of *Harukanaru Toki no Naka de 2* and *Harukanaru Toki no Naka de 3.*

Harukanaru Toki no Naka de 3 & Harukanaru Toki no Naka de 3: Izayoiki Twin Pack

Release date (jp) September 22, 2005

This collection includes Japanese editions of *Harukanaru Toki no Naka de 3* and *Harukanaru Toki no Naka de 3: Izayoiki.*

Harukanaru Toki no Naka de 3 Triple Pack

Release date (jp) March 23, 2006

This collection includes Japanese editions of *Harukanaru Toki no Naka de 3, Harukanaru Toki no Naka de 3: Izayoiki* and *Harukanaru Toki no Naka de 3: Unmei no Meikyuu.*

Harukanaru Toki no Naka de Premium Box Complete

Release date (jp) February 16, 2006

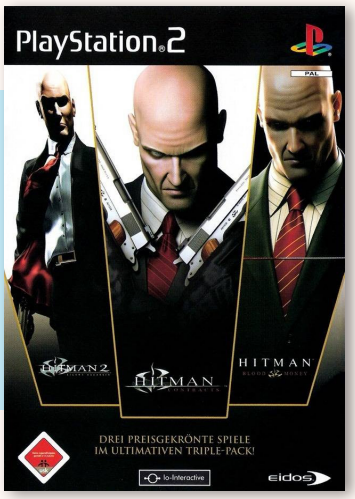
This collection includes Japanese editions of *Harukanaru Toki no Naka de* (PlayStation), *Harukanaru Toki no Naka de 2*, *Harukanaru Toki no Naka de: board game* (PlayStation), *Harukanaru Toki no Naka de 3*, *Harukanaru Toki no Naka de: Hachiyoushou* and *Harukanaru Toki no Naka de 3: Izayoiki*.

Harukanaru Toki no Naka de: History Box

Release date (jp) April 1, 2005

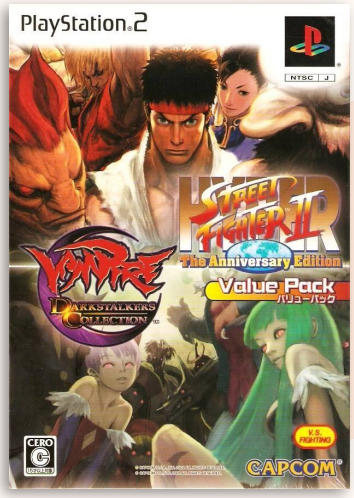
This collection includes Japanese editions of *Harukanaru Toki no Naka de: Hachiyoushou*, *Harukanaru Toki no Naka de 2* and *Harukanaru Toki no Naka de 3* as well as the PlayStation game *Harukanaru Toki no Naka de: Banjou Yuugi* (SLPM-87361).

Hitman Trilogy



Release date (us) June 19, 2007

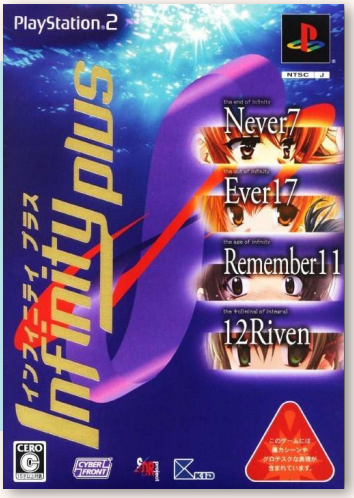
This collection includes *Hitman: Blood Money*, *Hitman 2: Silent Assassin* and Hitman: Contracts along with a bonus disc Kane & Lynch: Dead Men Sneak Preview.



Hyper Street Fighter II: The Anniversary Edition / Vampire: Darkstalkers Collection Value Pack

Release date (jp) September 18, 2008

This collection includes Japanese's editions of *Hyper Street Fighter II: The Anniversary Edition* and *Vampire: Darkstalkers Collection*.



Infinity Plus

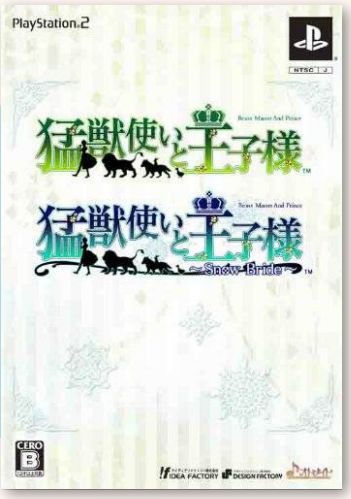
Release date (jp) October 9, 2008

This collection includes the following four games from Infinity series: *Never7: The End of Infinity*, *Ever17: The Out of Infinity*, *Remember 11: The Age of Infinity* and *12Riven: The Ψcliminal of Integral*. The package also contains Infinity Plus book about all four titles.

Jak Triple Pack

Release date (eu) March 20, 2009

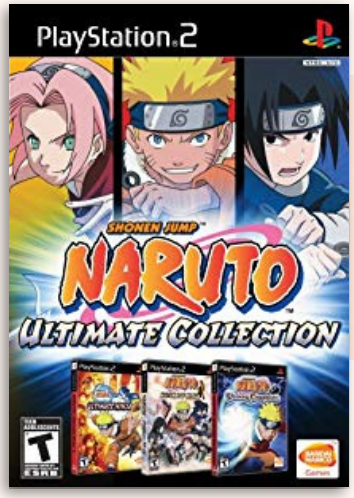
This collection includes German editions of *Jak and Daxter: The Precursor Legacy*, *Jak II* and *Jak 3*.



Moujuutsukai to Oujisama Twin Pack

Release date (jp) February 24, 2011

This collection includes *Moujuutsukai to Oujisama* and *Moujuutsukai to Oujisama: Snow Bride*.



Naruto Ultimate Collection

Release date September 17, 2008

This collection includes *Naruto: Ultimate Ninja*, *Naruto: Ultimate Ninja 2* and *Naruto: Uzumaki Chronicles*.

Kessen & Kessen II

Release date (jp) March 29, 2001

This collection includes *Super Value Set* Editions of *Kessen* and *Kessen II*.

The King of Fighters 02/03

Release date (us) February 8, 2005

This double-pack collection include American and Korean editions of *The King of Fighters 2002* and *The King of Fighters 2003*.

Although these games were not released separately in the US or Korea each disc has a corresponding serial number: SLKA-25275 and SLKA-25276 for the Korean release and SLUS-20995 and SLUS-20996 for the US release.

Both games were released separately in Europe as The King of Fighters 2002 and The King of Fighters 2003.

Kingdom Hearts: Trinity Master Pieces

Release date (jp) December 22, 2005

This collection includes Japanese editions of *Kingdom Hearts*, *Kingdom Hearts II* and *Kingdom Hearts: Chain of Memories* for GameBoy Advance.

Mortal Kombat Kollection

Release date (us) September 29, 2008

This collection includes *Mortal Kombat: Deception*, *Mortal Kombat: Armageddon* and *Mortal Kombat: Shaolin Monks*.

Karaoke Revolution Special Limited Pack Green Edition

Release date (jp) December 23, 2004

This collection includes *Karaoke Revolution: J-Pop Best Vol. 9, Karaoke Revolution: Dreams & Memories, Karaoke Revolution: Kissing Selection* bundled with a microphone.

Karaoke Revolution Special Limited Pack Red Edition

Release date (jp) December 23, 2004

This collection includes *Karaoke Revolution: J-Pop Best Vol. 5, Karaoke Revolution: J-Pop Best Vol. 6, Karaoke Revolution: Snow & Party* bundled with a microphone.

Karaoke Revolution Special Limited Pack Blue Edition

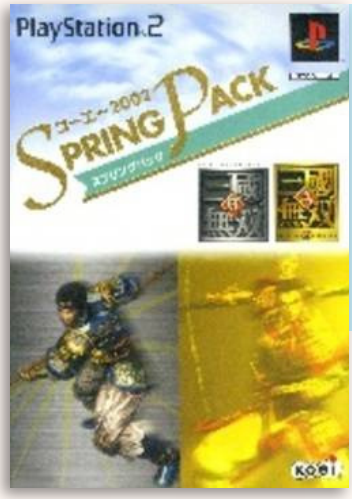
Release date (jp) December 23, 2004

This collection includes *Karaoke Revolution: J-Pop Best Vol. 7, Karaoke Revolution: J-Pop Best Vol. 8, Karaoke Revolution: Anime Song Collection* bundled with a microphone.

Konohana Pack: 3tsu no Jikenbo

Release date (jp) July 8, 2004

This collection includes Japanese editions of *Konohana 2: Todoke Kanai Requiem* and *Konohana 3: Itsuwari no Kage no Mukou ni* as well as *Konohana: True Report* ported from PlayStation and not available separately.



J

Koei 2002 Spring Pack:
Dynasty Warriors 2 & Dynasty Warriors 3

Release date (jp) April 20, 2002

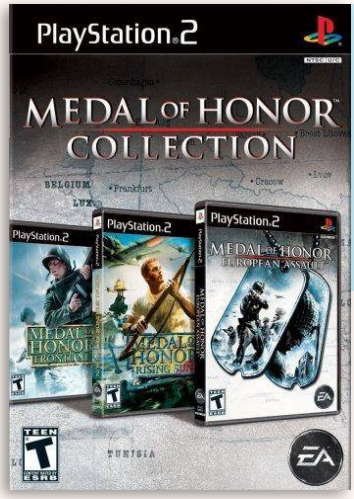
This collection includes Japanese Editions of *Dynasty Warriors 2* and *Dynasty Warriors 3*.

J

Koei 2002 Spring Pack:
Romance of the Three Kingdoms VII & Romance of the Three Kingdoms VIII

Release date (jp) April 20, 2002

This collection includes Japanese Editions of *Romance of the Three Kingdoms VII* and *Romance of the Three Kingdoms VIII*.



N

Medal of Honor Collection

Release date (us) March 6, 2007

This collection includes *Medal of Honor Frontline*, *Medal of Honor Rising Sun* and *Medal of Honor: European Assault*.

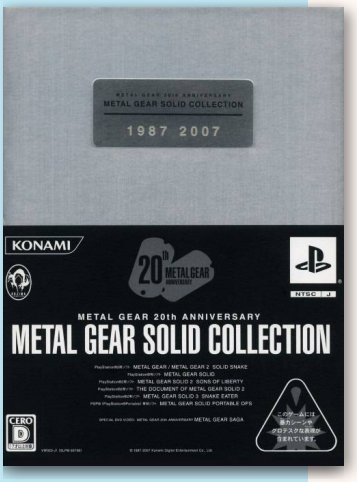
J

Medal of Honor: Rising Sun & Frontline

Release date (jp) December 14, 2006

This collection includes *EA Best Hits* editions of *Medal of Honor Rising Sun* and *Medal of Honor Frontline*.

Metal Gear 20th Anniversary: Metal Gear Solid Collection



Release date (jp) July 26, 2007

Metal Gear 20th Anniversary: Metal Gear Solid Collection is a Japan-only collection that was released to celebrate the 20th anniversary of the Metal Gear series. It was released on July 26, 2007 for ¥6,900 (roughly £28, or $57).

The collection includes all of the canonical Metal Gear games available at the time:

Metal Gear Solid
Metal Gear Solid 2: Sons of Liberty
The Document of Metal Gear Solid 2
Metal Gear Solid 3: Snake Eater
Metal Gear and Metal Gear 2: Solid Snake (on one PlayStation 2 disc)
Metal Gear Solid: Portable Ops (with exclusive cover art)
Metal Gear Saga Vol. 2

Metal Gear and Metal Gear 2: Solid Snake are ported MSX games with some enhancements contain on one PS2 DVD exclusive to this collection.

The original versions of Metal Gear Solid and Metal Gear Solid 2 are included in the collection, rather than the updated Integral and Substance editions. The version of Metal Gear Solid 3 included, however, is actually the Subsistence edition.

Rather than include the full second disc of Subsistence, Metal Gear and Metal Gear 2 are presented on their own PS2 disc with a new title screen that allows the player to select either game. The art on the title screen is in the style of the Metal Gear Saga packaging.

Metal Gear Solid 2 and Metal Gear Solid 3 both include new, larger manuals (the size of a DVD case), with new cover art, alongside regular size inserts containing regulatory information. Metal Gear Solid's manual is the normal PS1 size with new cover art, and a cover insert is included with the box set featuring a blurb and the required screenshot of Meryl Silverburgh's Codec frequency (the wraparound for the box set also features this screenshot). Portable Ops features the normal manual, but includes exclusive cover art in the box set with a snakeskin pattern and silver foil-stamped emblem logo.

Alongside the complete box set, the games were re-released individually in 20th Anniversary packaging. Their features and manuals are identical to the box set, aside from disc colors (the complete set includes matching black discs):

- Metal Gear Solid (¥1,500, red discs)
- Metal Gear Solid 2 and The Document of Metal Gear Solid 2 (¥1,800, blue discs)
- Metal Gear Solid 3, Metal Gear, and Metal Gear 2 (¥2,800, green discs)
- Portable Ops (¥2,800, standard cover art)

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Metal Gear Solid: The Essential Collection

Release date (us) March 18, 2008

Metal Gear Solid: The Essential Collection is a collection of games in the Metal Gear series. The Essential Collection features *Metal Gear Solid* as well as *Metal Gear Solid 2: Substance* and *Metal Gear Solid 3: Subsistence*.

Each game has a new commemorative boxart cover drawn by Yoji Shinkawa. For Metal Gear Solid, it is packaged in a PS2 case. Despite this, Metal Gear Solid is still a two CD game. Finally, the manual included in The Essential Collection is more condensed than the original version.

Metal Gear Solid 2: Substance includes everything from the original version, but in itself, is not a new game. Metal Gear Solid 3: Subsistence includes the 3rd person camera, but like Substance, is not a new game either. However, the second and third disk of Subsistence, Persistence and Existence, respectively, are not included in the collection. In the case of Subsistence, The Essential Collection contains the manual from the original version of the game.

In a press release before the games release, Anthony Crouts, Vice President of Marketing for Konami Digital Entertainment Inc., stated, *"Since its inception, the Metal Gear Solid franchise has been one of the most successful game series in the history of video games, receiving worldwide recognition and praise. Metal Gear Solid: The Essential Collection represents a great value for gamers, bringing together three must-have classic titles which pioneered the stealth action genre."* The Essential Collection was released for fans waiting for Metal Gear Solid 4: Guns of the Patriots.

Metal Gear Solid: The Essential Collection received very positive reviews. GameRankings gave it a 90.00% based on two reviews. IGN gave The Essential Collection a 8.8 saying, *"While it's a great compilation of the series over the past decade, some decisions made on the part of the original Metal Gear Solid and Metal Gear Solid 3 hamper just how incredible this set actually is."*

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Metal Gear Solid Set 3 + 2

Release date (jp) March 24, 2005

This collection includes *Metal Gear Solid 2: Substance* and *Konami Hall of Fame Edition* of *Metal Gear Solid 3: Snake Eater*.

Metal Slug 4 & 5

Release date (us) May 25, 2005

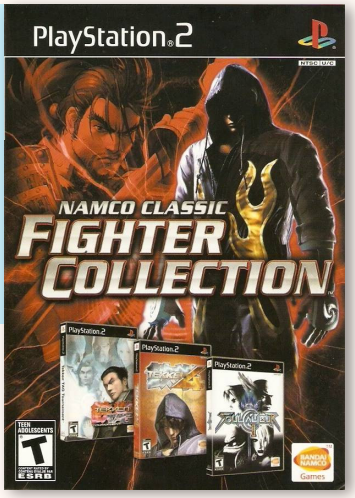
These collections include American and Korean editions of *Metal Slug 4* and *Metal Slug 5*. Although these games were not released separately in the US or Korea each disc has a corresponding serial number: SLKA-25287 and SLKA-25288 for the Korean release and SLUS-20971 and SLUS-20990 for the US release.

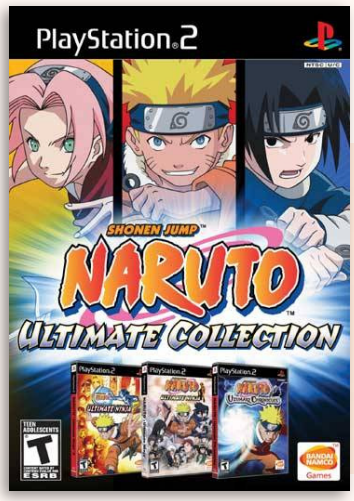
Korean Version

Namco Classic Fighter Collection

Release date (us) September 19, 2008

This collection includes *Tekken Tag Tournament*, *Tekken 4* and *Soul Calibur II*.





Naruto Ultimate Collection

Release date (us) September 17, 2008

This collection includes *Naruto: Ultimate Ninja*, *Naruto: Ultimate Ninja 2* and *Naruto: Uzumaki Chronicles*.

Need for Speed: Collector's Series

Release date (us) November 14, 2006

This collection includes Need for Speed Underground, Need for Speed Underground 2 and Need for Speed Most Wanted.

Neo Romance W Pack

Release date (jp) March 30, 2006

This collection includes Japanese Editions of *Harukanaru Toki no Naka de 3: Unmei no Meikyuu* and *Neo Angelique*.

Neoromance Box: Angelique Selection

Release date (jp) August 10, 2006

This collection includes *Angelique Etoile* and *Neo Angelique*.

Neoromance Box: Triple Selection

Release date (jp) August 10, 2006

This collection includes *Angelique Trois: Aizouhen*, *Harukanaru Toki no Naka de 2* (*KOEI the Best* Edition) and *La Corda d'Oro* (*KOEI the Best* Edition).

Pac-Man Power Pack

Release date (us) September 17, 2008

This collection includes *Pac-Man World 2*, *Pac-Man World 3* and *Pac-Man World Rally*.

Onimusha Essentials

Release date (us) November 13, 2008

This collection includes *Onimusha: Warlords*, *Onimusha 2: Samurai's Destiny* and *Onimusha 3: Demon Siege*.

Onimusha Special Box

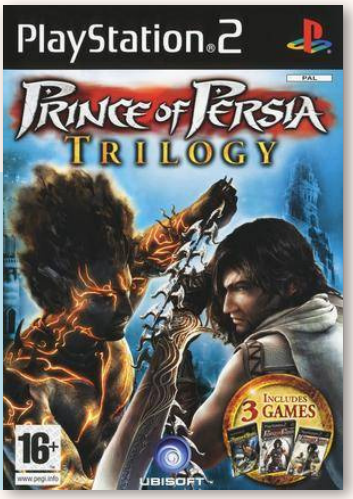
Release date (jp) December 22, 2004

This collection includes Japanese Editions of *Onimusha: Warlords*, *Onimusha 2: Samurai's Destiny*, *Onimusha 3: Demon Siege* as well as Onimusha 3 Hintbook.

The Puzzle Collection 2000

Release date (jp) June 2, 2005

This collection includes *Simple 2000 Series Vol. 23: The Puzzle Collection 2000-Mon* and *Simple 2000 Series Vol. 40: The Touyou Sandai Uranjustsu*.



Prince of Persia Trilogy

Release date (eu) October 27, 2006

This collection includes *Prince of Persia: The Sands of Time*, *Prince of Persia: Warrior Within* and *Prince of Persia: The Two Thrones*.

Rally Shox & Freekstyle Motocross

Release date (jp) June 29, 2006

This collection includes Japanese *EA Best Hits* editions of *Freekstyle* and *Shox*.

Ratchet & Clank Triple Pack

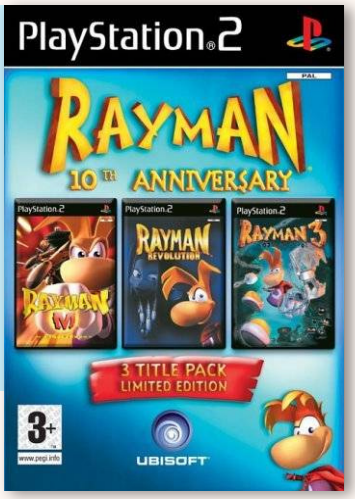
Release date (eu) March 20, 2009

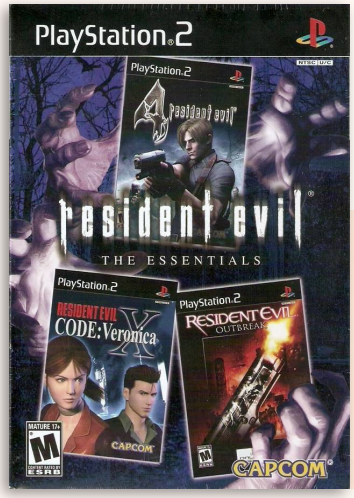
This collection includes PAL Editions of *Ratchet & Clank*, *Ratchet & Clank: Going Commando* and *Ratchet & Clank: Up Your Arsenal*.

Rayman: 10th Anniversary Collection

Release date (eu) September 5, 2005

This 10th anniversary Rayman compilation contains the following games: *Rayman 2: The Great Escape*, *Rayman 3: Hoodlum Havoc*, *Rayman 3: Hoodlum Havoc - Print Studio* (previously only released on Windows), and *Rayman Arena*.





Resident Evil: The Essentials

Release date (us) September 11, 2007

This collection includes *Resident Evil Code: Veronica X*, *Resident Evil Outbreak* and *Resident Evil 4*.

RockMan: Power Battle Fighters

Release date (jp) August 5, 2004

Rockman Power Battle Fighters is a collection of two Rockman arcade games - *Rockman Power Battle* and *Rockman 2: The Power Fighters*. The games was also released in North America as part of the Mega Man Anniversary Collection.

Romance of the Three Kingdoms Treasure Pack

Release date (jp) December 15, 2005

This collection includes Japanese Editions of *Dynasty Warriors 5* and *Romance of the Three Kingdoms X*.

S.Y.K Twin Pack

Release date (jp) March 11, 2010

This collection includes *S.Y.K Shinsetsu Saiyuuki* and *S.Y.K Renshouden*.

The Shooting & The Helicopter

Release date (jp) August 4, 2005

This collection includes *Simple 2000 Series Vol. 37: The Shooting: Double Shienryu* and *Simple 2000 Series Vol. 35: The Helicopter*.

Sangokushi No Sekai Duo Treasure Box

Release date (jp) June 26, 2003

This collection includes Japanese Editions of *Dynasty Tactics 2*, *Kessen II*, Sangokushi History Book 2003, Sangokushi special save data collection disc, 16 Dynasty Tactics 2 "capture" cards, Dynasty Warriors 4 playing cards deck, as well as 16 Dynasty Warriors 4 commander character cards.

Sengoku Musou & Sengoku Musou Moushouden

Release date (jp) March 10, 2005

This collection includes Japanese Editions of *Dynasty Warriors 3* and *Dynasty Warriors 3: Xtreme Legends*.

Sengoku Musou 2 & Sengoku Musou 2 Empires Premium Box

Release date (jp) November 16, 2006

This collection includes Japanese editions of Sengoku Musou 2 and Sengoku Musou 2 Empires.

Sengoku Musou Kouryaku Box

Release date (jp) June 24, 2004

This collection includes *Samurai Warriors* and *Taikou Risshiden IV*.

Sengoku W Pack

Release date (jp) March 30, 2006

This collection includes Japanese Editions of *Samurai Warriors 2* and *Nobunaga's Ambition: Iron Triangle*.

Shin Sangoku Musou 2 Mushouden + Shin Sangoku Musou 2

Release date (jp) February 6, 2003

This collection includes Japanese Editions of *Dynasty Warriors 3* and *Dynasty Warriors 3: Xtreme Legends*.

Shin Sangoku Musou 2 Premium Pack

Release date (jp) August 29, 2002

This collection includes Japanese Editions of *Dynasty Warriors 3* and *Dynasty Warriors 3: Xtreme Legends*.

Shin Sangoku Musou 3 Empires & Mushouden Premium Box

Release date (jp) March 18, 2004

This collection includes Japanese editions of *Shin Sangoku Musou 3 Empires*, *Shin Sangoku Musou 3 Moushouden* and a save data collection disc.

Shin Sangoku Musou 3 Mega Pack

Release date (jp) July 7, 2005

This collection includes PlayStation 2 the *Best editions* of *Shin Sangoku Musou 3* and *Shin Sangoku Musou 3 Mushouden*.

Shin Sangoku Musou 3 Super Premium Box

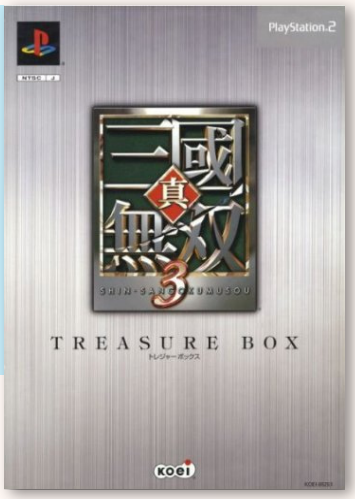
Release date (jp) March 18, 2004

This collection includes Japanese editions of *Shin Sangoku Musou 3, Shin Sangoku Musou 3 Empires, Shin Sangoku Musou 3 Moushouden*, a save data collection disc and characters' cards.

Shin Sangoku Musou 3 Treasure Box

Release date (jp) February 27, 2003

This collection includes Japanese Edition of *Dynasty Warriors 4*, Character Art Book, *Dynasty Warriors 3* and Xtreme Legends save data disc, 16 cards, Dynasty Warriors 4 calendar, Dynasty Warriors 3 as well as CD drama (三國志 第一部総集編).



Shin Sangoku Musou 4 Empires & Moushouden Premium Box

Release date (jp) March 23, 2006

This collection includes Japanese editions of *Shin Sangoku Musou 4 Empires, Shin Sangoku Musou 4 Moushouden* and a save data collection disc.

Shin Sangoku Musou 4 Moushouden & Kessen II & Sangokushi VIII

Release date (jp) September 25, 2003

This collection includes *Super Value Set* Editions of *Dynasty Warriors 4: Xtreme Legends*, *Kessen II* and *Romance of the Three Kingdoms VIII*.

Shin Sangoku Musou 4 Super Premium Box

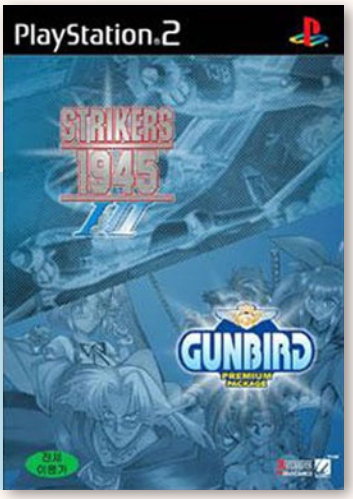
Release date (jp) March 23, 2006

This collection includes Japanese editions of *Shin Sangoku Musou 4*, *Shin Sangoku Musou 4 Empires*, *Shin Sangoku Musou 4 Moushouden*, a save data collection disc and a toy sword.

Shin Sangoku Musou Kouryaku Box

Release date (jp) June 24, 2004

This collection includes *Dynasty Warriors 4: Empires* and *Dynasty Warriors 3 MEGA HITS!* Edition.

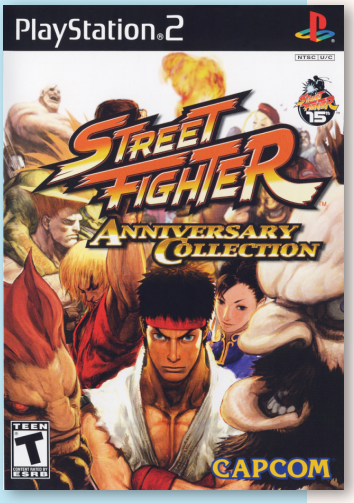


Strikers 1945 I & II + Gunbird: Premium Package Shooting Collection

Release date (ko) June 20, 2006

This is the Strikers 1945 I & II + Gunbird: Premium Package Shooting Collection only released in Korea.

Street Fighter Anniversary Collection



Release date (ko) July 22, 2004

Street Fighter Anniversary Collection is a bundle of two Street Fighter games: *Hyper Street Fighter II*, and *Street Fighter III: 3rd Strike*. Released for the PS2 and Xbox, both versions are nearly identical, but for the latter version offering online competitive play. The PS2 version of the bundle was released in North America and Korea, since the PS2 versions of Hyper Street Fighter II and 3rd Strike were released as separate stand-alone games in Japan, with the PAL region only receiving a separate release of Hyper Street Fighter II on the PS2. The Xbox version of the bundle was released in all three regions.

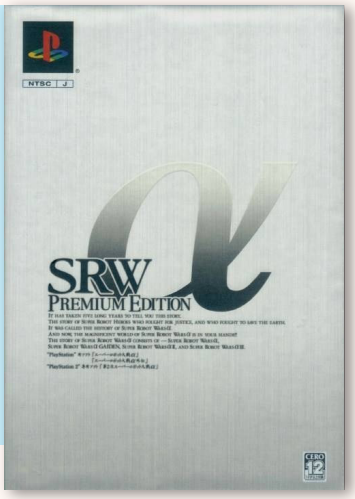
The animated feature Street Fighter II: The Animated Movie can also be found on the PS2 version. This version of the film is more censored than the PG-13 version in terms of language, the nudity in Chun Li's shower scene, and contains some other minor edits not related to mature or vulgar content.

Super Puzzle Bobble Collection

Release date (ko) February 25, 2005

This collection includes Korean editions of *Super Puzzle Bobble* and *Super Puzzle Bobble 2*.

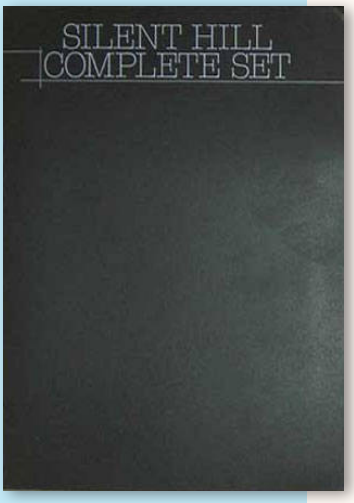
Super Robot Taisen Alpha Premium Edition



Release date (jp) July 28, 2005

This collection includes *Super Robot Taisen Alpha* (PlayStation), *Super Robot Taisen Alpha Gaiden* (PlayStation), *Dai-2-Ji Super Robot Taisen Alpha* (PS2), Super Robot Taisen Alpha History Book and well as Super Robot Taisen Alpha Premium Notepad.

Silent Hill Complete Set



Release date (jp) July 7, 2006

This collection is a collection which was released on Silent Hill movie Japanese premiere's day. The set was a limited edition which was distributed exclusively through the Konamistyle.jp site at the price of 7.400 yen.

The collection includes four games:

Silent Hill (*PSone Books*)
Silent Hill 2: Saigo no Uta (*Konami Palace Selection*)
Silent Hill 3 (*Konami Palace Selection*)
Silent Hill 4: The Room (*Konami the Best*)

All games have their own boxes with manuals and all version are budget Japanese re-releases and were available as separate releases. Besides the games there are five KonamiStyle Special made post cards with artworks inside the package - one for each game and the movie. Also there is a mini-poster of the same size. All this is packaged into quite thin paper black box. There is an autograph by the series producer and composer Akira Yamaoka at the back of the box. First preorders received also a small key chain flashlight that projects the Silent Hill movie poster with the image of Alessa/Sharon.

"silenthillmemories.net"

The Silent Hill Collection

Release date (eu) April 21, 2006

This is a collection which was released on Silent Hill movie world premiere's day. It includes three games: *Silent Hill 2*, *Silent Hill 3* and *Silent Hill 4: The Room*. Silent Hill 2 is an original one that is without additional scenario and ending. All three discs are placed in one DVD box. There is a manual for each game as well as The Silent Hill Experience advertisement inside.

The Tennis & The Snowboard

Release date (jp) June 2, 2005

This collection includes *Simple 2000 Series Vol. 6: The Snowboard* and *Simple 2000 Series Vol. 8: The Tennis*.

Taiko no Tatsujin Special Pack

Release date (jp) March 25, 2004

This set includes two of Namco's Taiko no Tatsujin titles: *Appare Sandaime* and *Waku Waku Anime Matsuri*, packed together in a cardboard box along with a set of stickers at a discount price to celebrate the series' 2 million sales milestone.

Three Kingdoms W Pack

Release date (jp) March 30, 2006

This collection includes Japanese Editions of *Dynasty Warriors 5: Empires* and *Jan Sangoku Musou*.

Tom Clancy's Splinter Cell Trilogy

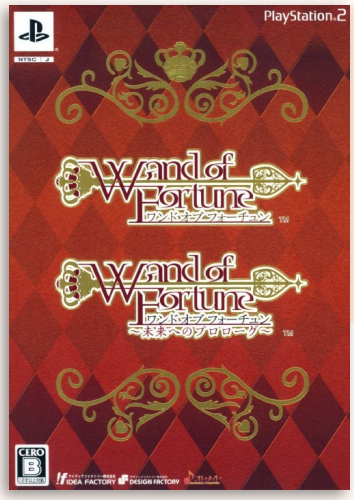
Release date (eu) March 30, 2009

This collection includes PAL editions of *Tom Clancy's Splinter Cell*, *Tom Clancy's Splinter Cell Pandora Tomorrow* and *Tom Clancy's Splinter Cell Chaos Theory*.

Virtua Fighter 10th Anniversary Memory of Decade

Release date (jp) November 28, 2003

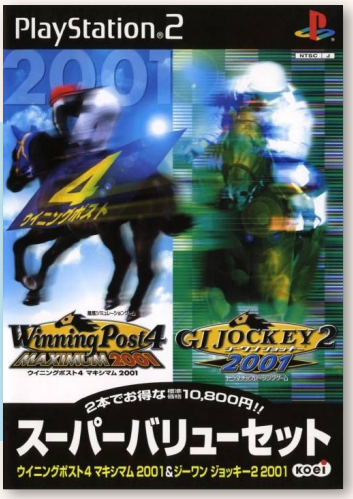
This collection includes Japanese edition of *Virtua Fighter: 10th Anniversary*, art book and Memory of Decade DVD.



Wand of Fortune Twin Pack

Release date (jp) February 25, 2010

This collection includes *Wand of Fortune* and *Wand of Fortune: Mirai e no Prologue*.



Winning Post 4 Maximum 2001 & G1 Jockey 2 2001

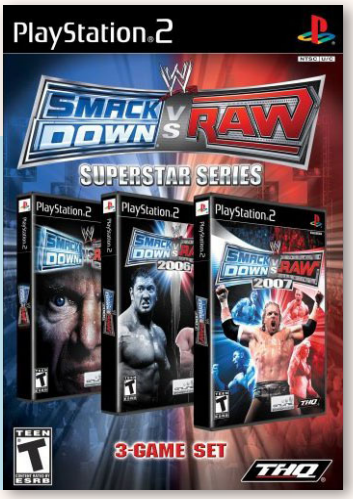
Release date (jp) March 22, 2001

This bundle includes *Winning Post 4 Maximum 2001* and *G1 Jockey 2 2001*

Winning Post Kouryaku Box

Release date (jp) June 24, 2004

This box set, also known as Koei Summer Campaign 2004 Winning Post, was limited to 5,000 pieces. The set includes *Winning Post 6 Maximum 2004, Winning Post 4 KOEI The BEST* (PlayStation) and *Winning Post 6* and Maximum 2004 Complete Guide.



WWE SmackDown vs. Raw: Superstar Series

Release date (us) March 4, 2008

This collection includes *WWE SmackDown! vs. Raw, WWE SmackDown! vs. Raw 2006* and *WWE SmackDown vs. RAW 2007*.

SHERRY is SUCH a B*!#*

Last night I saw her

WITH THIS W9!rD GUY, whom I

think SHE'S SEEING. I MEAN SHE CREATED SUCH A SCeNE

when She BROKE UP with Josy.

BLOODY

ATTENTION SEEKER

It's not been a week and she's

already sleeping around.

And you know WHAT I think Nicole is

TWO timing Ron,

AGAIN

PS2

PlayStation.2

BECAUSE YOUR GIRLFRIEND
BORES YOU SHITLESS

Demo

These pages consist of different demo discs of note. This is not a complete list. It's just a random assortment of demo discs.

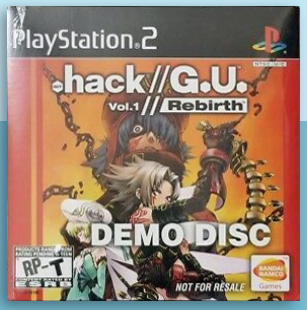
Demo Discs were samples / trial levels of a video game released prior to a title's release. Demos came in three varieties: Retail, Subscription, and Trade. Retail demos were given away or used at retailers like Kay Bee, GameStop, EB Games, and so on. Subscription demos were mail-away demos, like those in PlayStation Magazine and the PlayStation Underground. Finally, Trade Demos were samples provided to retailers, journalists, and media publications.

Most of the information and pictures comes from *wiki.pcsx2.net*. For more information and the content on each disc, please visit pcsx2.

These are the part number, equivalent to a ISBN number on a book
SCES:
Published by SCEE (with a few exceptions)
SCED = SCEE published demos
SLES = Third/second party published games
SLED = Third/second party published demos
PBPX = In some pack-in demos

.hack//G.U. vol. 1//Rebirth

(U) SLUS-29199



10,000 Bullets

(J) SLPM-61102 (Trial)

.hack//Infection Part 1

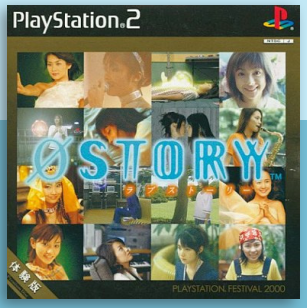
(U) SLUS-29042
(U) SLUS-28023 (Trade Demo)

.hack//Outbreak Part 3

(U) SLUS-29065

0 Story

(J) SLPM-60101



.hack//Mutation Part 2

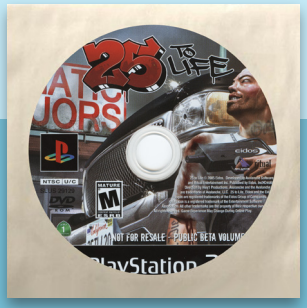
(U) SLUS-29055
(U) SLUS-28032 (Trade Demo)

.hack//Quarantine Part 4

(U) SLUS-29084

25 to Life

(U) SLUS-29129 (Public Beta Vol.1.0)

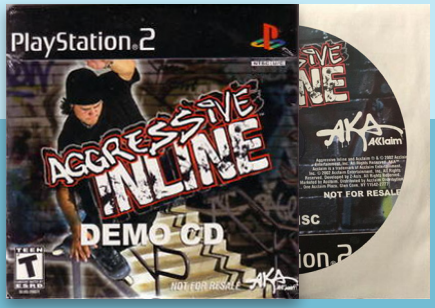


Abarenbou Princess

(J) SLPM-61018 (Trial)

Aggressive Inline

(U) SLUS-29021



989 Sports 2003 Demo Disc

Developer 989 Sports
Publisher SCEA
Release date 2002 (?)
(U) SCUS-94677

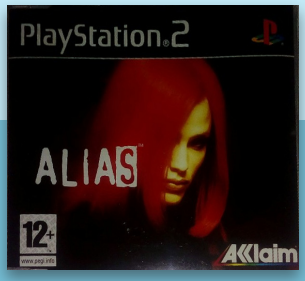
This is a 989 Sports (a SCEA division) demo CD.

Ace Combat 04: Shattered Skies

(J) SLPM-60149 (Trial)

Alias

(P) SLED-52485



989 Sports 2004 Demo Disc

Developer 989 Sports
Publisher SCEA
Release date 2003 (?)
(U) SCUS-97373

This is a 989 Sports (a SCEA division) demo disc.

Contents:
Games:
- *MLB 2004*
- *NFL GameDay 2004*
- *NCAA GameBreaker 2004*
- *NBA ShootOut 2004*
- *NCAA Final Four 2004*
- *Athens 2004*

Ace Combat 5: The Unsung War

(P) SCED-53081
(P) SCED-53115

AirBlade

(U) SLUS-29017

24: The Game

(P) SCED-53622

This demo version may have been a mail pack sent to customers on Sony's database, since it comes with in an imitation cigar box with a load of extras. The demo disc is hidden away under a false bottom in the box.

"drewturpin.wordpress.com"

3 Title Special Disc

Release date June, 2002
(J) SLUS-29065

This was bundled with Famitsu magazine (issue June, 2002).

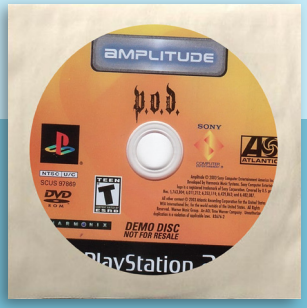
Contents:
Games:
- *Saru! Get You! 2*
- *PoPoLoCrois: Hajimari no Bouken*
- *Boku no Natsuyasumi 2: Umi no Bouken Hen*

Alter Echo

(U) SLUS-29056

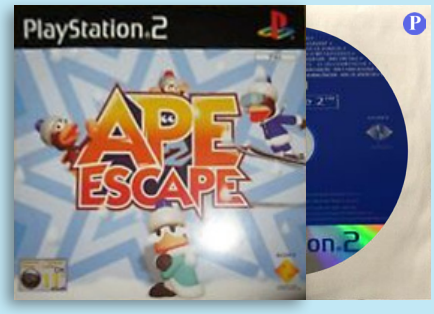
Amplitude

(U) SCUS-97262
(U) SCUS-97292
(U) SCUS-97869



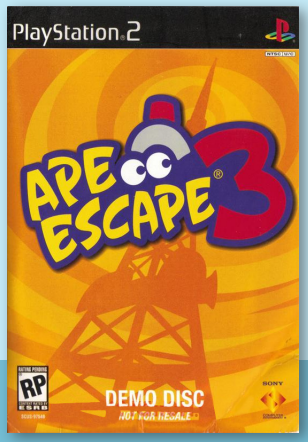
Ape Escape 2

(P) SCED-51366
(J) PAPX-90330 (Trial)



Ape Escape 3

(U) SCUS-97548



All-Star Baseball 2003

(U) SLUS-28007 (Trade Demo)

Ape Escape: Million Monkeys

(J) PCPX-98041 (Trial)

And 1 Streetball

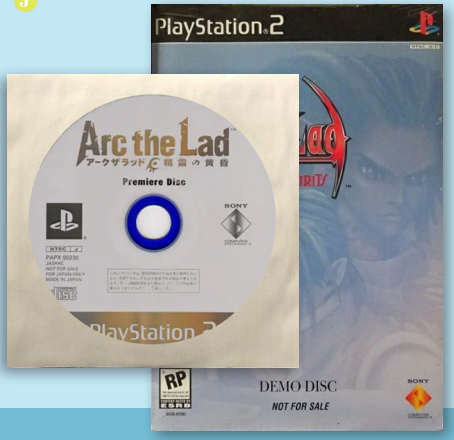
(U) SLUS-21237B (w/Bonus Disc)

Auto Modellista

(U) SLUS-28031 (Public Beta Volume 2.0) (Version 1.01))

Arc the Lad: Twilight of the Spirits

(U) SCUS-97282
(J) PAPX-90230 (Premium Disc demo)
(J) PCPX-96330 (Premium Disc demo)



Armored Core: Last Raven

(J) SLPM-61119 (Trial)
(J) SLPM-61118 (Famitsu Special Trial Version)

Asterix & Obelix: Kick Buttix

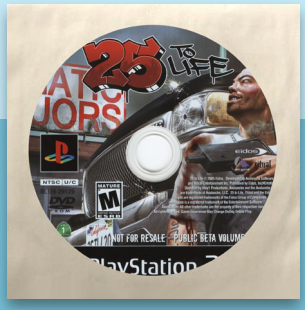
(U) SLUS-29111

Black & Bruised

(P) SLUS-29045
(P) SLUS-28027 (Trade Demo)

Brothers in Arms: Earned in Blood

(P) SLED-53711



Arctic Thunder

(U) SLUS-29007

Blood Will Tell

(J) SLPM-60248 (Trial)

Blood: The Last Vampire (First Volume)

(J) PAPX-90206 (Trailer Disc)

Bujingai The Forsaken City

(J) SLPM-60211 (Trial)

ATV Offroad Fury

(U) SCUS-97122

ATV Offroad Fury 2

(U) SCUS-97238

ATV Offroad Fury 3

(U) SCUS-97437

ATV Offroad Fury 4

(U) SCUS-97579
(U) SCUS-97553 (Demo, Online)

Athens 2004

(U) SCUS-97403
(P) SCED-52491 (PlayStation 2 Press Kit)

Beyond Good & Evil

(U) SLUS-29082

Battlefield 2: Modern Combat

Release date April, 17 2005
(U) SLUS-29117 (Public Beta Vol.1.0)
(U) SLUS-29152
(U) SLUS-29172 (E3 Demo)
(P) SLED-53731

Black

(U) SLUS-29180
(P) SLED-53937

Choaniki: Sei Naru Protein Densetsu

(J) SLPM-61091 (Trial)

This Trial disc came bundled with Akudaikan 2: Mousouden.

Black & Bruised

(P) SLUS-29045
(P) SLUS-28027 (Trade Demo)

Bouken-Ou Beet: Darkness Century

(J) SLPM-61116 (Trial)

Brian Lara International Cricket 2005

(P) SLED-53365

Bravo Music: Bravo Music

(J) PCPX-96511 (Demo, Video disc)

Champions of Norrath

(U) SLUS-29088

Champions: Return to Arms

(U) SLUS-29126

Bloody Roar 3

(J) SLPM-60136 (Trial)

10,000 Bullets

(J) SLPM-61102 (Trial)

Bombastic

(J) PAPX-90229 (Trial)

ChainDive

(J) PAPX-90232 (Trial)

Burnout

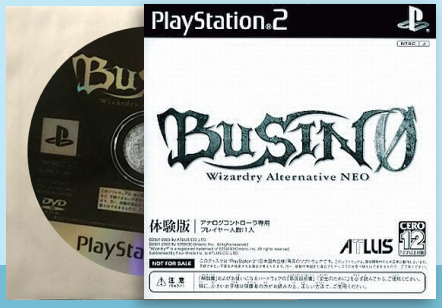
(U) SLUS-28006 (Trade Demo)
(P) SLED-53512

Burnout Revenge

(U) SLUS-29153
(P) SLED-53512

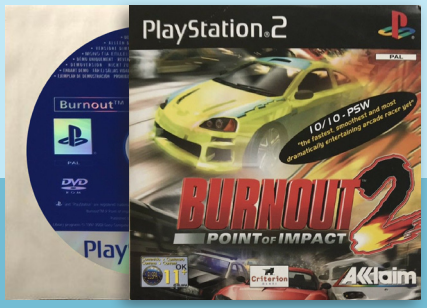
Busin 0: Wizardry Alternative Neo

(J) SLPM-61060 (Taikenban)



Burnout 2 Point of Impact

(P) SLED-51211 (Trial)



Buzz! Junior: Ace Racers

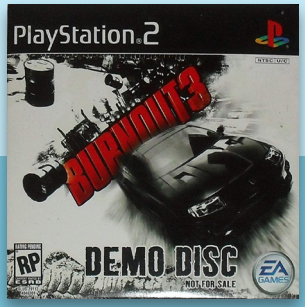
(P) SCED-55432 (Trial)

Castlevania: Lament of Innocence

(J) SLPM-61062 (Shop Front Trial)
(J) VW148-J5 (Shop Front Trial)

Burnout 3: Takedown

(U) SLUS-29113
(P) SLED-52597
(J) SLPM-60246 (Trial)



Buzz! Junior: Robo Jam & Buzz! Junior: Jungle Party

(P) SCED-54808

This is a demo disc for Buzz! Junior: Robo Jam and Buzz! Junior: Jungle Party

Crash 'N' Burn

(U) SLUS-29130 (Public Beta Vol.1.0)
(P) TLES-52339 (Online Beta Trial Disc v0.01)

Cold Winter

(P) SLED-53327

Berserk

(J) SLPM-61091 (Trial)
(J) SLPM-65618 (Bonus disc from Vampire Panic Limited Edition)

The Trial disc was given away to visitors at the Sammy Berserk booth at the tokyo game-show in 2004.

Crouching Tiger, Hidden Dragon

(J) SLPM-61067 (Trial)

Bonus Demo Discs

The Bonus Demo Discs, also known as Welcome Discs, discs was released in Europe between 2002 and 2006 and was published by Sony Computer Entertainment Europe.

Bonus Demo 4

Release date 2002
SCED-51486

Contents:
Games:
- *War of the Monsters*
- *Super Trucks Racing*
- *Space Channel 5 Part 2*
- *Sly Cooper and the Thievius Raccoonus*
- *Pro Evolution Soccer 2*
- *Primal*
- *Battle Engine Aquila*

Videos:
- *Auto Modellista*
- *WWE SmackDown! Shut Your Mouth*
- *Spyro: Enter the Dragonfly*
- *Midnight Club II*
- *Marvel vs. Capcom 2*
- *Gran Turismo Concept*
- *Grand Theft Auto: Vice City*
- *Ferrari F355 Challenge*
- *Devil May Cry 2*

Bonus Demo 6

SCED-52390
SCED-52391

Bonus Demo 5

Release date 2003
SCED-51940
SCED-51941

Contents:
SCED-51940:
Games:
- *Amplitude*
- *Beyond Good and Evil*
- *Formula One 2003*
- *My Street*
- *Prince of Persia*
- *Ratchet and Clank 2*
- *Shinobi*
- *Soul Calibur 2*
- *The Italian Job*
- *Tiger Woods 2004*

Videos:
- *Destruction Derby*
- *Hardware Online Area*
- *EyeToy*
- *Metal Gear Solid 3*
- *SOCOM U.S. Navy Seals*
- *Time Crisis 3*
- *Tony Hawk's Underground*
- *Warhammer 40K: Fire Warrior*

SCED-51941:
Games:
- *Amplitude*
- *Formula One 2003*
- *Freestyle Metal X*
- *My Street*
- *Prince of Persia*
- *Ratchet & Clank 2*
- *The Italian Job*
- *Tiger Woods 2004*

Videos:
- *Destruction Derby*
- *EverQuest Online Adventures*
- *FIFA 2004*
- *How To EyeToy*
- *Tony Hawk's Underground*
- *Whiplash*

Bonus Demo 7

Release date October, 2004
SCED-52436

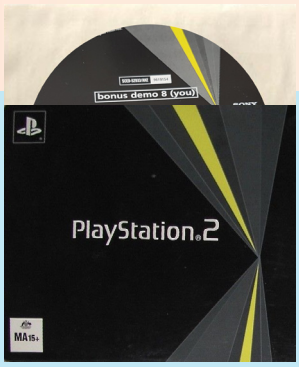
Bonus Demo 8

Release date 2002
SCED-52932
SCED-52933 (you)
SCED-53018 (Geu)

Bonus Demo 8 was also released as Bonus Demo 8 (Geu) and bonus demo 8 (you).

Contents:
SCED-52932:
Games:
- *Jak 3*
- *KillZone*
- *Prince of Persia 2*
- *This is Football 2005*
- *WRC 4*
- *Eyetoy Play 2*

Videos:
- *The Getaway*
- *Dancing Stage Fusion*
- *Spider Man 2*
- *Eyetoy Play*
- *Eyetoy Groove*
- *Eyetoy Chat*
- *Eyetoy Play 2*
- *Eyetoy Kinetic*
- *SingStar*
- *SingStar Party Platinum*



Bonus Demo 9

Release date 2004 (?)
SCED-53116 (you)
SCED-53117 (old)

Bonus Demo 9 was also released as bonus demo 9 (old) and bonus demo 9 (you).

Bonus Demo 10

Release date 2005
SCED-53513
SCED-53514
SCED-53515

Contents:
SCED-53515:
Games:
- Rally Evolved
- Everybody's Golf
- Crash Tag Team Racing
- Sly 3
- Need for Speed: Most Wanted
- Wallace and Gromit
- Dancing Stage Max
- Wild Water Adrenaline
Videos:
- Stuart Little 3
- Buzz
- Hello Kitty
- EyeToy: Play 3
- EyeToy: Kinetic
- EyeToy: Monkey Mania,
- Spy Toy, SingStar
- SingStar 80's

SCED-53513:
Games:
- Ratchet Gladiator
- WRC: Rally Evolved
- Everybody's Golf
- Crash Tag Team Racing
- Sly 3
- Need for Speed: Most Wanted
- Wallace and Gromit
- Dancing Stage Max
Videos:
- Stuart Little 3
- Buzz
- Hello Kitty
- The Chronicles of Narnia
- EyeToy: Play 3
- EyeToy: Kinetic
- EyeToy: Monkey Mania
- SpyToy
- SingStar
- SingStar 80's
Information:
EyeToy Chat
- EyeToy Play
- EyeToy Play 2
- SingStar Collection, etc.

Bonus Demo 11

Release date 2006
SCED-54338 (Teen: Bonus Demo 11)
SCED-54101
SCED-54102 (Mature: Bonus Demo 11m)
SCED-54105 (AKA Retail Demo 11)

Bonus Demo 12

SCED-54399 (Teen: Bonus Demo 11)
SCED-54397 (you)
SCED-54398 (Mature: Bonus Demo 12m)

Bonus Demo 12 was also released as bonus demo 12 (you) and Bonus Demo 12m.

Contents:
SCED-54399:
Games:
- B-Boy
- Formula One 06
- Lemmings
- LEGO Star Wars II: The Original Trilogy
Videos:
- Rogue Galaxy
- SingStar Rocks!
- Buzz!
- EyeToy: Play 3
- EyeToy: Kinetic
- EyeToy: Monkey Mania
- Spy Toy
- SingStar
- SingStar 80's
- EyeToy: Chat

SCED-54398:
Games:
- F1 2006
- Lemmings
- Lemmings with Eye Toy USB Camera
- Lego Star Wars The Original Trilogy 2
- MadeMan
- MicroMashines, FIFA 07
Videos:
- Rogue Galaxy
- Singstar Rocks!
- Buzz
- Kingdom Hearts 2
- Eye Toy Play 3
- Eye Toy Kinetic
- Eye Toy Monkey Mania
- Spy Toy
- Singstar
- Singstar 80's
- Eye Toy Chat

Commandos Strike Force

Release date February 28, 2005
(P) TLES-52768 (Online Beta Trial Disc v0.03)

This disc was only available to members of the PlayStation 2 network gaming beta trial. There is no offline playable content on this disc.

Using this disc today feature a start menu screen. On the main menu the "Commandos Campaign" option is greyed out. The only selectable options are "BattleGround Online", "Settings", "Credits" and "Exit Game". Even though Credits is not greyed out nothing happens when X is pressed. When trying to connect online users are presented with an error message due to the game servers no longer running.

Information about the game from Sony:
"Welcome to the PlayStation 2 network gaming beta trial. You've been selected to take part in the massive online event involving thousands of dedicated PS2 gamers. The vital feedback that we get from you will help us shape network gaming on PlayStation 2 and sow the seed of a totally new gaming experience. Apart from exclusive access to the top software such as SOCOM US Navy SEALs before anyone else, and being part of an exclusive beta trail community, you'll have the opportunity to test your skills against a host of opponents across Europe."

by: chaos52@picclick.co.uk

Death by Degrees

(J) SLPM-60257 (Trial)

Crash Bandicoot: The Wrath of Cortex

(U) SLUS-29010

Crash Tag Team Racing

Release date May 24, 2005
(P) SLPM-61101 (E3 Demo)

This demo came with the Official PlayStation 2 Magazine and was also being handed out at E3. It's a timed demo, which forces players to reset their console once the time is up. Only Crash and Cortex are playable in the demo, each in his tier 1 car. Playable areas include Midway, Track and The Beanstalk and Rings of Uranus (the tracks are accessible by entering the respective hubs' main gates). The Classic Crash and Neo-Fu skins are available in the Midway.

Other changes include the skyboxes, which are 2D textured models, but in the final game they are 3D textured models. The character select screen is plain and greenish. The car appears to the right of the character instead of taking his/her place in the middle. The circle around each icon is larger. The race HUD is a bit different and more confusing. The speed-o-meter is the little blue bar on the bottom right, and the health is actually the big bar that's usually the speed-o-meter. The boost meter looked different too. Several voice lines present in the demo were removed for the final version, including both playable characters and NPCs, in and outside races. Most notably, an Indian woman's voice was completely removed.

"crashmania.net"

Densha de Go! Final

(J) SLPM-60237 (Trial)

Crash Nitro Kart

(U) SLUS-29068

Densha de Go! Ryojouhen

(J) SLPM-60179 (Trial)

Disaster Report

(U) SLUS-28025 (Trade Demo)
(J) SLPM-60174 (Trial)

Crash Twinsanity & Spyro: A Hero's Tail

Release date 2004
(U) SLUS-29101
(P) SLED-52574

This disc includes demos for Crash Twinsanity and Spyro: A Hero's Tail. Originally released for the 2004 E3.

Code of the Samurai

(J) SLPM-61101 (Trial)

Def Jam Vendetta

(U) SLUS-29047

Def Jam: Fight for NY

(U) SLUS-29108

Disgaea: Hour of Darkness

(U) SLUS-28034 (Trade Demo)

Cyber Troopers Virtual-On Marz

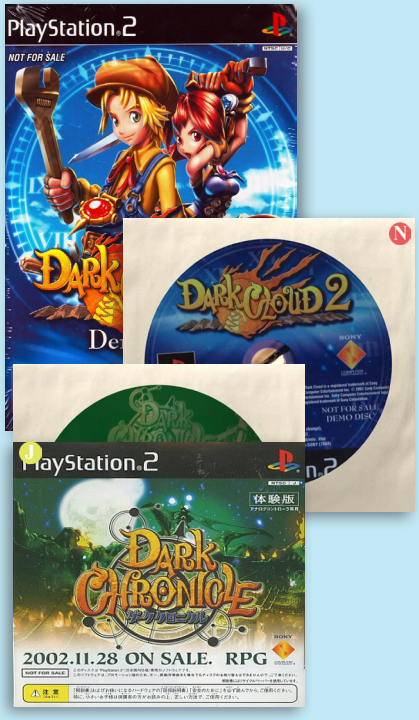
(J) SLPM-61046 (Trial)

Dark Cloud

(U) SCUS-97152
(J) PAPX-90501 (Trial)

Dark Cloud 2

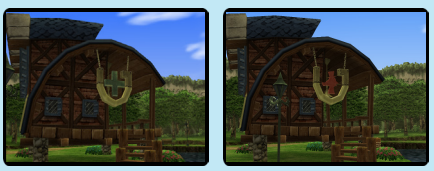
(U) SCUS-97229
(J) PAPX-90506 (Taikenban)



Though the Japanese and US demos differ in terms of language and some content, the gameplay is mostly the same.

Compared to the retial version, the English demo uses direct translations of Japanese version for the character and item names, with only a few exceptions such as Max's name. The opening video differs greatly from the release version of the game. The demo also includes a georama and sub-game explanation video.

Other differences includes the sign outside Dr. Dell's Clinic which was modified in the final release.



Demo Release

ChoroQ

(U) SLUS-28044 (Trade Demo)

Combat Elite: WWII Paratroopers

(U) SLUS-28054 (Trade Demo)

Dark Summit

(U) SLUS-29015

Cool Boarders 2001

(U) SCUS-97147

Disney Golf

(J) SLPM-60180 (Trial)

D1 Professional Drift Grand Prix Series

(J) SLPM-60260 (Trial bundled - with video DVD)

D1 Professional Drift Grand Prix Series 2005

(J) SLPM-60270 (Trial)
(J) SLPM-60271 (Trial bundled - with video DVD)

DDRMAX2 Dance Dance Revolution

(U) SLUS-29074

Destroy All Humans!

(U) SLUS-29150

Destroy All Humans! 2

(U) SLUS-29196

Destruction Derby Arenas

(P) SCED-52098
(P) SCES-50781 (Beta & Full Release)

DDRMAX: Dance Dance Revolution

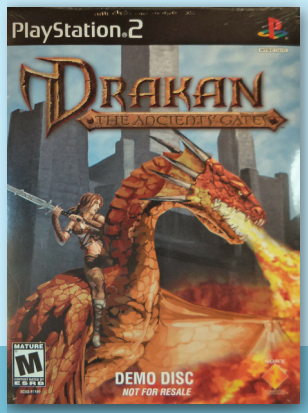
(U) SLUS-29037 (Trial)

Dirge of Cerberus: Final Fantasy VII

(J) SLPM-68016 (Beta Version)

Drakan: The Ancients' Gates

(U) SCUS-97169



Demon Chaos

(J) SLPM-61130 (Trial)
(J) SLPM-61132 (Trial)

DJ - Decks & FX

(P) SCED-52723 (Press Kit Demo)

Dog's Life

(P) SCED-52049

Downhill Domination

(U) SCUS-97329

Dr. Muto

(U) SLUS-29040

Dramatic Soccer Game: Nippon Daihyou Senshu Ninarou!

(J) SLPM-60178 (Trial)

Dragon Quest VIII: Journey of the Cursed King

(U) SLUS-29157
(P) SLED-53977

DreamWorks & Aardman Flushed Away

(U) SLUS-29197

Fantavision

(J) SCED-54134 (Taikenban)

Dance Factory

(U) SLUS-28062 (Trade Demo)

Dropship: United Peace Force

(P) SLUS-29196

Fatal Frame

(J) SCED-54134 (Trial)

Demo Disc

Release date 2000-2002

This is a collection of unnamed demo discs (most of them came with new consoles).

PBPX-95204
PBPX-95205

Contents:
Games:
- *FIFA 2001*
- *SSX Snowboarding*
- *Wild Wild Racing*

Videos:
- *Dead or Alive 2*
- *Fantavision*
- *ISS Pro*
- *Ridge Racer V*

Extras:
- *Find My Own Way*
- *Yabasic*

PBPX-95506

Contents:
Games:
- *AirBlade*
- *Dark Cloud*
- *Klonoa 2: Lunatea's Veil*
- *This Is Football 2002*
- *World Rally Championship*
- *WWF Smackdown: Just Bring It*

Videos:
- *Dropship: UPF*
- *Gran Turismo 3: A-spec*
- *Jak and Daxter: The Precursor Legacy*
- *MotoGP 2*
- *Wipeout Fusion*

Extras:
- *Devil May Cry*
- *Legacy of Kain: Soul Reaver 2*
- *Yabasic*

PBPX-95514

Contents:
Games:
- *WRC II*
- *TIF 2003*
- *Tekken 4*
- *Stuntman*
- *Ratchet and Clank*
- *Formula One 2002*

Videos:
- *Treasure Planet*
- *Tomb Raider*
- *Stitch*
- *Sly Racoon*
- *PlayStation.com*
- *PacMan World 2*
- *Kingdom Hearts*
- *Ape Escape 2*
- *WRC Challenge*

PBPX-95520

Contents:
Games:
- *Beyond Good and Evil*
- *The Italian Job: L. A. Heist*
- *Shinobi*
- *Ratchet and Clank 2*
- *Prince of Persia*
- *JAK II: Renegade*
- *WRC II Extreme*
- *Tekken 4*

Videos:
- *Destruction Derby Arenas*
- *Tony Hawk's Underground*
- *The Hulk*

Extras
- *Network Gaming*
- *How to Eyetoy*
- *Yabasic*

Demo Disc 2.1

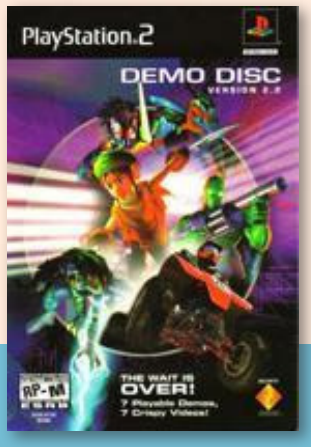
Release date 2000
(U) SCUS-97117

Contents:
Games:
- Armored Core 2
- NHL 2001
- ESPN Winter X-Games Snowboarding
- ESPN International Track & Field
- Wild Wild Racing
- SSX
- Dynasty Warriors 2
- Madden NFL 2001
Including 4 Videos

Demo Disc 2.2

Release date 2001
(U) SCUS-97126

Contents:
Games:
- ATV Offroad Fury
- Zone of the Enders
- Red Faction
- Star Wars: Starfighter
- Army Men: Green Rogue
- Army Men: Air Attack 2
- WinBack: Covert Operations
Videos:
- NHL FaceOff 2001
- NBA ShootOut 2001
- Gauntlet Dark Legacy
- Soul Reaver 2
- The Bouncer
- Dark Cloud
- Onimusha: Warlords



Demo Disc 2.3

Release date 2001
(U) SCUS-97155

Contents:
Games:
- Cool Boarders 2001
- ICO
- Klonoa 2
- Gauntlet Dark Legacy
- Star Wars: Super Bombad Racing
- Portal Runner
- MTV Music Generator 2
- Spy Hunter
Videos:
- Okage: Shadow King
- Drakan - The Ancients' Gates
- Kinetica

Dengeki PlayStation

Publisher Media Works

Dengeki PlayStation (電撃PlayStation) is a Japanese gaming magazine published by ASCII Media Works (formerly MediaWorks). The magazine originally featured information pertaining to PlayStation video games, but since then has also incorporated information from PS2, PS3, and PSP. The magazine first went on sale in December 1994 as a special edition version of Dengeki G's Magazine.

Dengeki PS2 was a special edition version of Dengeki PlayStation that was published about three or four times a year in irregular intervals. It was first published on January 22, 1997 under the title Dengeki PlayStation D, and was changed to the current title in September 2001 until its final issue on February 15, 2008. The magazine mainly featured information on the PlayStation 2, but also carried information about games for the PlayStation 3 and PlayStation Portable as well.

Dengeki G's Magazine December 2004 Disc

Release date December, 2004
SLPM-60252

This is a demo disc of Futakoi bundled with Dengeki G's Magazine issue December, 2004.

Dengeki PlayStation D40: Konami Fan Book

Release date February, 2001
SLPM-61002

This disc was issued with Dengeki PlayStation 167-th edition.

Contents:
Games:
- *Zone of the Enders*
- *Shadow of Memories*

Videos:
- *Metal Gear Solid 2: Sons of Liberty*
- *Tokimeki Memorial 3*
- *World Soccer Winning Eleven 5*
- *Ring of Red*
- *Jikkyou G1 Stable*
- *Silent Scope*

Dengeki PlayStation D47

Release date November, 2001
SLPM-60159

This disc was issued with Dengeki PlayStation 191-th edition.
The disc contains save data for some games.

Dengeki PlayStation D46

Release date September, 2001
SLPM-61012

This disc was issued with Dengeki PlayStation 186-th edition.
Dengeki PlayStation D41-D45 was issued with PlayStation discs.

Two different jewelcase sized back inserts could be cut out from the magazine.

Contents:
Games:
- *Growlanser 2*
- *Kinniku Banzuke: Muscle Wars 21*

Videos:
- *Onimusha 2*
- *Silent Hill 2*
- *Hot Shots Golf 3*
- *Special interview*

Extras:
- *Save data for some games*

Dengeki PlayStation D48: Konami Fan Book

Release date December, 2001
SLPM-61022

This disc was issued with Dengeki PlayStation 194-th edition.

Dengeki PlayStation D49

Release date January, 2002
SLPM-61023

This disc was issued with Dengeki PlayStation 197-th edition. The issue includes two discs: a DVD and a CD.

Contents:
DVD:
Games:
- *Magic Pengel: The Quest for Color*
- *MotoGP 2*

Videos:
- *Onimusha 2*
- *Xenosaga Episode I*
- *Metal Gear Solid 2: Sons of Liberty*
- *etc.*

CD:
Games:
- *Bravo Music: Chou-Meikyokuban*
- *SkyGunner*

Videos:
- *Wild Arms 3*
- *PoPoLoCrois: Hajimari no Bouken*
- *SCE videos*

Dengeki PlayStation 50

Release date April, 2002
SLPM-61024

This disc was issued with Dengeki PlayStation 203-th edition.

Contents:
Games:
- *WWF SmackDown! Just Bring It*
- *Surveillance: Kanshisha*
- *Otostaz*
- *ICO*
- *Galerians: Ash*
- *Soul Reaver 2*
- *Wave Rally*
- *Sub Rebellion*
- *Hard Hitter 2*
- *Koushien: Konpeki no Sora*
- *Top Angler*
- *Plarail: Yume ga Ippai!*
- *Wangan Midnight*

Videos:
- *Final Fantasy XI*
- *Xenosaga Episode I: Der Wille zur Macht*
- *Wild Arms 3*
- *Suikoden III*
- *PoPoLoCrois: Hajimari no Bouken*
- *Tekken 4*
- *World Rally Championship*
- *Riding Spirits*

Extras:
- *Save data for some games*

Dengeki PlayStation D51

Release date June, 2002
SLPM-61028

This disc was issued with Dengeki PlayStation 208-th edition.

Contents:
Games:
- *Suikoden III*
- *Psyvariar*
- *Dramatic Soccer Game: Nippon Daihyou Senshu Ninarou!*
- *Mageru Tsukeru Hahiiru: Ore * Dead Heat*

Videos:
- *Final Fantasy XI*
- *Tokimeki Memorial Girl's Side*
- *Gun Survivor 3: Dino Crisis*
- *Boku no Natsuyasumi 2: Umi no Bouken Hen*
- *Kamaitachi no Yoru 2*
- *Roommate Asami: Okusama wa Joshikousei*

Extras:
Save data:
- *Virtua Fighter 4*
- *Way of the Samurai*
- *Magic Pengel: The Quest for Color*

Dengeki PlayStation D52

Release date August, 2002
SLPM-61031

This disc was issued with Dengeki PlayStation 213-th edition.

Contents:
Games:
- *Bombastic*
- *Ape Escape 2*
- *Roommate Asami*
- *Gungrave (Sega feature)*
- *Aero Elite (Sega feature)*
- *Sega Sports Tennis (Sega feature)*

Videos:
- *Final Fantasy XI*
- *Suikoden III*
- *.hack//Mutation Part 2*
- *Virtua Fighter 4 (Sega feature)*
- *Shinobi (Sega feature)*

Dengeki PlayStation D53

Release date September, 2002
SLPM-61032

This disc was issued with Dengeki PlayStation 215-th edition.

Contents:
Games:
- *Robot Alchemic Drive*
- *Memorial Song*
- *Sword of the Samurai*
- *Dino Stalker (Capcom features)*

Videos:
- *Silent Hill 3*
- *Zone of the Enders: The 2nd Runner*
- *Contra: Shattered Soldier*
- *Devil May Cry 2 (Capcom features)*
- *Auto Modellista (Capcom features)*
- *Clock Tower 3 (Capcom features)*

Dengeki PlayStation D54

Release date November, 2002
SLPM-60189

This disc was issued with Dengeki PlayStation 218-th edition.

Dengeki PlayStation D55

Release date December, 2002
SLPM-61033

This disc was issued with Dengeki PlayStation 223-th edition.

Contents:
Games:
- *Tales of Destiny 2*
- *Dark Cloud 2*
- *Contra: Shattered Soldier*
- *Rygar: The Legendary Adventure*

Videos:
- *Devil May Cry 2*
- *Shinobi*
- *Arc the Lad: Twilight of the Spirits*
- *SD Gundam GGeneration Neo (Interview)*
- *Nobunaga no Yabou Online (Interview)*
- *Unlimited Saga (Museum)*
- *Clock Tower 3*
- *Disgaea: Hour of Darkness (Museum)*

Dengeki PlayStation D56

Release date January, 2003
SLPM-61034

This disc was issued with Dengeki PlayStation 226-th edition.

Dengeki PlayStation D57

Release date February, 2003
SLPM-61038

This disc was issued with Dengeki PlayStation 229-th edition.

Contents:
Games:
- *Sakura Taisen: Atsuki Chishio Ni*
- *Zone of the Enders: The 2nd Runner*
- *Shinobi, Kotoba no Puzzle: Mojipittan*

Videos:
- *Armored Core 3: Silent Line*
- *Friends: Seishun no Kagayaki*
- *New Roommania: Porori Seishun*
- *Venus & Braves: Majo no Megami to Horobi no Yogen*
- *Guardian Angel*
- *Disgaea: Hour of Darkness (?)*

Extras:
Save data:
- *Breath of Fire: Dragon Quarter*
- *Taiko no Tatsujin: Tatakon de Dodon ga Don*
- *Contra: Shattered Soldier*
- *Sega Sports Tennis*

Dengeki PlayStation D58

Release date March, 2003
SLPM-60199

This disc was issued with Dengeki PlayStation 232-th edition.

Dengeki PlayStation D59

Release date May, 2003
SLPM-61044

This disc was issued with Dengeki PlayStation 235-th edition.

Dengeki PlayStation D60

Release date June, 2003
SLPM-61048

This disc was issued with Dengeki PlayStation 239-th edition.

Dengeki PlayStation D61

Release date August, 2003
SLPM-61051

This disc was issued with Dengeki PlayStation 244-th edition.

Contents:
Games:
- Catan (a cancelled board game)
- The Mark of Kri
- Private Nurse Maria, Violet no Atelier
- Torakapuu! Dash!!
- Virtua Fighter 4: Evolution
- Silent Hill 3
Videos:
- Monster Hunter (Capcom Special)
- Onimusha 3: Demon Siege (Capcom Special)
- Resident Evil Outbreak (Capcom Special)
- Onimusha Blade Warriors (Capcom Special)
- Gregory Horror Show (Capcom Special)
- Mega Man X7 (Capcom Special)
- Auto Modellista (Capcom Special)
- R: Racing Evolution
- Castlevania: Lament of Innocence
- Nightshade
- Altered Beast
- Nobunaga no Yabou Online
- Kikou Heidan J-Phoenix 2
- Fatal Frame II: Crimson Butterfly
- Monster Rancher 4
- Hungry Ghosts
Extras:
Save data:
- Tenchu: Wrath of Heaven
- SoulCalibur II
- Doko Demo Issho: Watashi Naehon
- Yumeria

Dengeki PlayStation D62

Release date October, 2003
SLPM-61058

This disc was issued with Dengeki PlayStation 250-th edition.

Contents:
Games:
- Castlevania: Lament of Innocence
- Shadow Tower Abyss
- Maximo vs. Army of Zin
- Cy Girls
- Akudaikan 2: Mousouden
- The Mark of Kri
- Dead to Rights
- Flipnic: Ultimate Pinball
Videos:
- Xenosaga Episode I: Der Wille zur Macht
- Gakuen Heaven: Boy's Love Scramble!, Drakengard
- Kita e. Diamond Dust Volume Summer
Extras:
Save data:
- Violet no Atelier
- Kino no Tabi: The Beautiful World
- R-Type Final
- Torakapuu! Dash!!

Dengeki PlayStation D63

Release date November, 2003
SLPM-60199

This disc was issued with Dengeki PlayStation 253-th edition.

Dengeki PlayStation D64

Release date December, 2003
SLPM-61065

This disc was issued with Dengeki PlayStation 256-th edition.

Contents:
Games:
- Castlevania: Lament of Innocence
- Nightshade
- Siren
- Cy Girls
- Tantei Gakuen Q
- Gegege no Kitarou: Ibun Youkai Kitan
Videos:
- Ratchet & Clank: Going Commando
- Sonic Heroes
- Fatal Frame II: Crimson Butterfly
- Sister Princess 2: Premium Fan Disc (PSOne)
- Phantom Brave (Museum)
Extras:
Save data:
- Shadow Tower Abyss
- Private Nurse Maria

Dengeki PlayStation D65

Release date January, 2004
SLPM-61066

This disc was issued with Dengeki PlayStation 260-th edition.

Contents:
Games:
- Ratchet & Clank: Going Commando
- Bujingai: The Forsaken City
- R: Racing Evolution
- Busin 0: Wizardry Alternative Neo
- Gacharoku 2: Kondo wa Sekai Isshuu yo!!
Videos:
- Final Fantasy X-2 International + Last Mission
- Resident Evil Outbreak
- Gran Turismo 4 Prologue
- Echo Night: Beyond
- Monster Hunter (Museum)
- Phantom Brave (Museum)
Extras:
Save data:
- Summon Night 3
- Growlanser IV: Wayfarer of the Time

Dengeki PlayStation D66

Release date February, 2004
SLPM-61070

This disc was issued with Dengeki PlayStation 263-th edition.

Contents:
Special:
- Final Fantasy XII
Games:
- Shadow Hearts: Covenant
- Katamari Damacy
- Cy Girls
- Firefighter F.D. 18
Videos:
- PoPoLoCrois: Tsuki no Okite no Bouken
- Shiju Hachi
- Kaena
- Blood Will Tell, Kuon
- Monster Hunter (Museum)
- Phantom Brave (Museum)
Extras:
Save data:
- Nightshade
- Castlevania: Lament of Innocence

Dengeki PlayStation D67

Release date April, 2004
SLPM-60240 (CD)

This disc was issued with Dengeki PlayStation 268-th edition. The issue includes a DVD and a CD.

Dengeki PlayStation D68

Release date June, 2004
SLPM-61079

This disc was issued with Dengeki PlayStation 272-th edition.

Dengeki PlayStation D71

This disc was issued with Dengeki PlayStation 281-th edition.

Dengeki PlayStation D69

Release date July, 2004
SLPM-61081

This disc was issued with Dengeki PlayStation 275-th edition.

Contents:
Games:
- Shin Megami Tensei: Digital Devil Saga
- Atelier Iris: Eternal Mana
- Silent Hill 4: The Room
- Densha de Go! Final
- Finny the Fish & the Seven Waters
- Frogger's Adventures: The Rescue
- Nobunaga Senki
Extra Games:
- Light Bulb: Reloaded (電球－RE-LOADED－, Dengeki original game)
Videos:
- The Nightmare of Druaga
- Virtua Quest
- SOCOM II: U.S. Navy SEALs
- Demon Bane
- Full House Kiss
- EyeToy: Groove
- Under the Skin
- Tenshou Gakuen Gensouroku (Museum)
- Xenosaga Episode II: Jenseits von Gut und Bose (Museum)
- Tales of Symphonia (Museum)
- Monster Hunter (developer's commentary video)
Extras:
Save data:
- Armored Core: Nexus, Hajime no Ippo 2: Victorious Road
- Kuon, Generation of Chaos IV
- Koufuku Sousakan
- Downhill Domination

Dengeki PlayStation D70

Release date August, 2004
SLPM-61083

This disc was issued with Dengeki PlayStation 278-th edition.

Contents:
Games:
- Suikoden IV
- Prince of Persia: The Sands of Time
- Full House Kiss
- SOCOM II: U.S. Navy SEALs
- Smash Court Tennis Pro Tournament 2
Extra Games:
- Avoid Lightning (電撃避けゲー, Dengeki original game)
Videos:
- Final Fantasy XII
- Metal Gear Solid 3: Snake Eater
- Gran Turismo 4
- Shin Megami Tensei: Digital Devil Saga
- Devil May Cry 3: Dante's Awakening
- Tokyo Majin Gakuen: Kaihoujyou Kefurokou
- Okami
- Tenchu
- Doko Demo Issho: Toro to Ippai
- Hayarigami: Keishichou Kaii Jiken File
- Under the Skin
Extras:
Save data:
- Armored Core: Nexus
- Xenosaga Episode I: Der Wille zur Macht
- Tenshou Gakuen Gensouroku
- Silent Hill 4: The Room
- Atelier Iris: Eternal Mana
- Juuni Kokuki: Guren no Shirube
- Koujin no Michi
- Bloody Roar 4
- Espgaluda
- Nobunaga Senki
- Lost Aya Sophia

Dengeki PlayStation D72

Release date October, 2004
SLPM-61089

This disc was issued with Dengeki PlayStation 284-th edition.

Dengeki PlayStation D73

Release date November, 2004
SLPM-60256 (CD)

This disc was issued with Dengeki PlayStation 287-th edition. The issue includes a DVD and a CD.

Dengeki PlayStation D74

Release date December, 2004
SLPM-61095

This disc was issued with Dengeki PlayStation 290-th edition.

Dengeki PlayStation D75

Release date January, 2005
SLPM-61097

This disc was issued with Dengeki PlayStation 294-th edition.

Dengeki PlayStation D76

Release date February, 2005
SLPM-61107

This disc was issued with Dengeki PlayStation 297-th edition.

Dengeki PlayStation D77

This disc was issued with Dengeki PlayStation 301-th edition.

Dengeki PlayStation D78

Release date April, 2005
SLPM-60263

This disc was issued with Dengeki PlayStation 304-th edition.

Contents:
Games:
- Remote Control Dandy SF
Videos:
- Tekken 5
- The Sword of Etheria
Extras:
Save data:
- Silent Line: Armored Core
- Armored Core: Nine Breaker
- Armored Core: Nexus
- Aoi no Mamade...
- Akudaikan 2: Mousouden
- Astro Boy
- Initial D Special Stage
- Atelier Iris: Eternal Mana, and more...

Dengeki PlayStation D79

This disc was issued with Dengeki PlayStation 308-th edition.

Dengeki PlayStation D80

This disc was issued with Dengeki PlayStation 311-th edition.

Dengeki PlayStation D81

This disc was issued with Dengeki PlayStation 314-th edition.

Dengeki PlayStation D82

This disc was issued with Dengeki PlayStation 318-th edition.

Dengeki PlayStation D83

Release date September, 2005

This disc was issued with Dengeki PlayStation 322-th edition.

Dengeki PlayStation D84

Release date October, 2005
SLPM-61126 (PS2-DVD)

This disc was issued with Dengeki PlayStation 326-th edition.
The issue consists of two DVDs. The first is a video only DVD with Final Fantasy VII: Advent Children trailers (?) along with game guides, footage for some games, etc.

PS2 DVD
Contents:
Games:
- Urban Reign
- Armored Core: Last Raven
- Mirai Shounen Conan
- Garouden Breakblow
- S.L.A.I.: Steel Lancer Arena International
- MotoGP 4
- FlatOut
- Pop'n Music 11
- Edomono
Extras:
Save data:
- Mobile Suit Gundam: The One Year War
- Sengoku Basara
- Killer7
- Tekken 5
- Tengai Makyou III: Namida, and more...

Dengeki PlayStation D85

Release date November, 2005

This disc was issued with Dengeki PlayStation 329-th edition.
The issue consists of two DVDs. The first is a video only DVD with game guides, footage for some games, etc.

PS2 DVD
Contents:
Games:
- Demon Chaos

Dengeki PlayStation D86

Release date December, 2005

This disc was issued with Dengeki PlayStation 332-th edition.
The disc contains trailers, game guides and game footage for games Shadow of the Colossus, Pop'n Music, Metal Gear Solid 2 and many more.

Dengeki PlayStation D87

Release date January, 2006
SLPM-60263

This disc was issued with Dengeki PlayStation 336-th edition.
The issue consists of two DVDs. The first is a video only DVD with game guides, footage for some games (like Final Fantasy XII, Gallop Racer 2006 and others), Capcom features, etc.

PS2 DVD
Contents:
Games:
- Blokus Club with Bumpy Trot
Extras:
Save data:
- Tales of Legendia
- Tales of Rebirth
- Suikoden IV
- Shinten Makai: Generation of Chaos V
- Fire Pro Wrestling Returns
- Suikoden Tactics
- Pop'n Music 11, and many others (103 titles in total)

Dengeki PlayStation D88

Release date February, 2006

This disc was issued with Dengeki PlayStation 322-th edition. The disc contains trailers, game guides and game footage for games Pop'n Music, Disgaea 2: Cursed Memories and more.

Dengeki PlayStation D89

Release date March, 2006

This disc was issued with Dengeki PlayStation 322-th edition. The disc contains trailers, game guides and game footage for games Pop'n Music, Disgaea 2: Cursed Memories, Monster Hunter 2 and many more.

Dengeki PlayStation D96

Release date March, 2008
SLPM-61164

This disc was issued with Dengeki PlayStation 412-th edition. This was the last Dengeki PS2 issue.

Contents:
Games:
- *Tori no Hoshi: Aerial Planet*
- *Naraku no Shiro*

Videos:
- *A collection of some titles in one video (such as Disgaea 3, Disgaea 2, Disgaea, Soul Nomad & the World Eaters, etc.)*

Extras:
Save data:
- *33 titles in total (Nippon Ichi games as well as other games).*

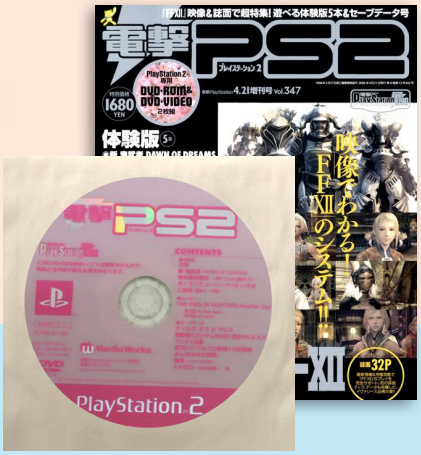
Dengeki PlayStation D90

Release date April, 2006
SLPM-61146

This disc was issued with Dengeki PlayStation 347-th edition.
The issue consists of two DVDs. The first is a video only DVD with game guides, footage for some games (like Final Fantasy XII, Tales of the Abyss, Jikkyou Powerful Pro Yakyuu 12 and others).

PS2 DVD
Contents:
Games:
- *Okami*
- *Raw Danger!*
- *Ninkyouden: Toseinin Ichidaiki*
- *Onimusha: Dawn of Dreams*
- *Pop'n Music 12 Iroha*
- *Suikoden V*
  (Dengeki recommends, may also be a video feature!)

Extras:
Save data:
- *Tales of the Abyss*
- *Shadow of the Colossus*
- *We Love Katamari*
- *Gundam Seed: Federation vs. Z.A.F.T.*
- *Jikkyou Powerful Pro Yakyuu 12*
- *Demon Chaos,*
- *and others*



Dengeki PlayStation D92

Release date October, 2006
SLPM-61153

This disc was issued with Dengeki PlayStation 367-th edition.

Dengeki PlayStation D91

Release date July, 2006
SLPM-61149

This disc was issued with Dengeki PlayStation 356-th edition.
The issue consists of two DVDs. The first is a video only DVD.

PS2 DVD
Contents:
Games:
- *Spartan: Total Warrior*
- *I/O*
- *Simple 2000 Series Vol. 99: The Genshijin*

Extra Games:
- *Light Bulb: Reloaded (電球－RE LOADED－, Dengeki original game), Avoid Lightning (電撃避けゲー, Dengeki original game)*

Videos:
- *The King of Fighters 2006*

Extras:
Save data:
- *Blazing Souls*
- *Yamiyo ni Sasayaku: Meitantei Kyouichirou Sagara*
- *Raw Danger!*
- *and more.*

Dengeki PlayStation D93

Release date January, 2007
SLPM-61156

This disc was issued with Dengeki PlayStation 375-th edition.
The issue consists of two DVDs. The first is a video only DVD contains PS3 promotional videos as well as PS2 game videos (like Final Fantasy XI, etc.). The second is a PS2 data DVD.

Dengeki PlayStation D94

Release date April, 2007
SLPM-60281

This disc was issued with Dengeki PlayStation 375-th edition.
The issue consists of two DVDs. The first is a video only DVD contains PS3 promotional videos as well as PS2 game videos. The second is a PS2 data DVD.

Dengeki PlayStation D95

Release date November, 2007
SLPM-60283

This disc was issued with Dengeki PlayStation 356-th edition.
The issue consists of a DVD and a CD. The first is a video only DVD contains PS3, PS2 and PSP promotional videos. The second is a PS2 data CD.

PS2 CD
Contents:
Games:
- *PachiPara 14: Fuu to Kumo to Super Umi in Okinawa*

Extras:
Save data:
- *Shining Wind, Growlanser IV: Wayfarer of the Time,*
- *etc. (total of 43 titles)*

Eidos Demo Disc

Release date 2002
(U) SLUS-29035

Contents:
Games:
- *TimeSplitters 2*
- *Hitman 2: Silent Assassin*
- *Legaia 2: Duel Saga*
- *Lara Croft Tomb Raider: The Angel of Darkness*

Famitsu PS2
October 28, 2005 Special Disc

Release date October, 2005
(J) SLPM-61129

A demo disc bundled with Famitsu magazine (issue October, 2005).

Fireblade

(J) SLUS-29030
(P) SLED-51062

Devil May Cry

(U) SLUS-29009
(P) SLED-50359
(J) SLPM-65023
(J) SLPM-61010 (Trial Edition Ver. 2)
(J) SLPM-61008 (Trial Edition Ver. 2)

The Devil May Cry Trial Edition is a demo of the original Devil May Cry. Two demos came out under this title. First (SLPM 65023, with copies of PlayStation 2 re-release of Biohazard CODE:Veronica Complete) - in March 2001, exclusively in Japan. Second was released in Japan as Trial Edition Ver.2 (SLPM 61008/SLPM 61010, the latter came with PurePure 2 Volume 2) and North America (SLUS 29009) in August, and in Europe and Australia (SLED 50359) in September 2001 - both NA and PAL versions were bundled with Resident Evil CODE:Veronica X.

First Japanese version consists of most of Mission 01: Curse of the Bloody Puppets, transitions to a hybrid of Mission 02: Judge of Death and Mission 05: Guiding of the Soul and ends with a small part of Mission 03: Destroyer of Ardor.

The Ver.2/NA/PAL version includes Mission 02: Judge of Death, Mission 03: Destroyer of Ardor and Mission 04: Black Knight as playable stages. The demo ends after Nelo Angelo's boss intro.

First Japanese version of the demo is a much earlier build of the game, as such, it has many striking differences. The Ver.2/NA/PAL versions of the demo are closer to the final product, though there are still some minor differences -

Dante uses the earlier design present in some tutorials in the final game, without his long coat.

Trish uses an earlier model with a different look; her usual tube top is a halter top, she wears fingerless gloves on both hands, lacks a choker, and her hair is styled differently with a fringe across one eye.

There are no mission start screens or accessible Divinity Statues, meaning there is no way to buy moves or items.

All Key Items need to be manually equipped in order to be used, similar to how items work in the Resident Evil series.

The UI is different, this goes for the Red Orb counter, HP bar and Devil Trigger gauge. No Stylish Rank display is present.

Red Orbs are acquired in much smaller numbers (most only counting as 1).

No Blue Orb Fragments are present.

Devil Trigger doesn't make Dante move faster.

The only melee weapon in this version is the sword Force Edge which uses Alastor's model and has two elemental modes, with mode selection replacing the Devil Arms menu.

Force Edge only has its three-hit basic combo, with no pause variations.

Stinger is part of the default moveset rather than needing to be purchased. It can be performed without holding the lock-on button, making it very easy to accidentally trigger it, among other changes.

"devilmaycry.fandom.com"

Devil May Cry 2

(J) SLPM-60237 (Trial)

The demo only has two playable missions, being Dante's Mission 01 and Lucia's Mission 02 from the final game, however, only Dante is playable.

From Software First Previews

Developers From Software
Release date 2000
(J) SLPM-60102

Contents:
Games:
- Evergrace
Videos:
- Armored Core 2
- Eternal Ring

Dual Hearts

(U) SLUS-29033 (Regular Demo)
(U) SLUS-28013 (Trade Demo)
(J) PCPX-96324 (Trial)

Devil May Cry 3: Dante's Awakening

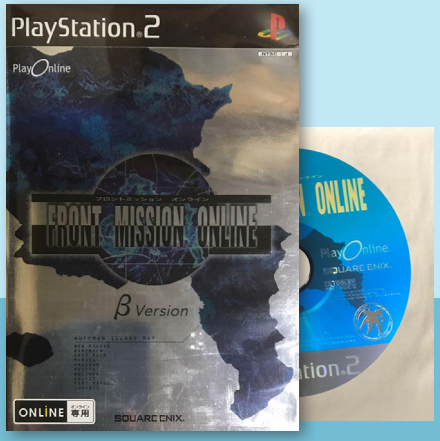
(J) SLPM-60251 (Trial)

The Devil May Cry 3 Trial Ver. came with Japanese copies of Resident Evil Outbreak File #2 when it was released on the PS2 in 2004.

Only two Missions are playable in the demo, being Mission 01: A crazy party and a mixture of Mission 02: The blood link and Mission 03: The Devils' tower. Because this is a demo of the original version of the game, only Dante is playable.

Front Mission Online

(J) SLPM-68514 (Beta Version)



Enthusia Professional Racing

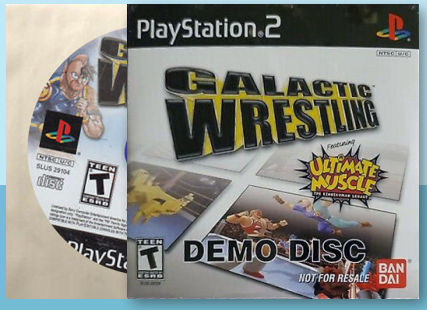
(U) SLED-53330
(J) SLPM-61110 (Trial)
(J) SLPM-68519 (Trial - Subaru IMPREZA WRX STI Version)

Front Mission 4

Release date July 19, 2004
(U) SLUS-29098 (Demo, Square Enix Sampler Disc Volume Two)

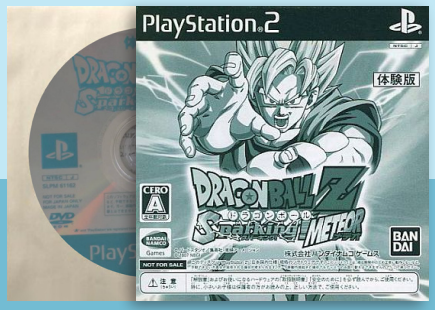
Galactic Wrestling: Featuring Ultimate Muscle

(U) SLUS-29104



Dragon Ball Z: Budokai Tenkaichi 2

(J) SLPM-61162 (Trial)



Dragon Ball Z: Budokai 3

(J) SLPM-61111 (Trial)

Drakengard 2

(J) SLPM-61120 (Trial)

Flipnic: Ultimate Pinball

(U) SLUS-29149

Driver: Parallel Lines

(U) SLUS-29185
(P) SLED-53954

DRIV3R

(J) SLPM-61092 (Trial)

Egg Mania: Eggstreme Madness

(U) SLUS-29032 (Trial)

Energy Airforce

(J) SLPM-60183 (Trial)

ESPN International Winter Sports 2002

(U) SLUS-29016 (Trial)

Fight Club

Release date July 19, 2004
(U) SLUS-29124

This two-player demo feature several differences from the final game, including;
Different sound effects.
Different textures.
Different models.
Different animations.
It also feature early renditions of the songs from the final game.

Forgotten Realms: Demon Stone

(P) SLED-52852

ESPN Winter X-Games Snowboarding

(U) SLUS-29001 (Trial)

ESPN X Games Skateboarding

(U) SLUS-29008 (Trial)

Fu-un Shinsengumi

(J) SLPM-60225 (Trial)

G-Con 2 Competition Demo

(P) SCED-52094

Contents:
Games:
- Ninja Assault
- Vampire Night
- Time Crisis II

EyeToy: Chat

(U) TCES-52154 (Beta Trial Disc v0.08)

EyeToy: Antigrav & SpyToy

(P) SCED-53792

Full House Kiss

(J) SLPM-60243 (Trial)

Full House Kiss 2

(J) SLPM-60274 (Trial)

EverQuest Online Adventures: Frontiers

(U) SLUS-29063 (Beta Vol.1.0)

EyeToy & EyeToy: Play

(U) SCUS-97378

EyeToy Play: Sports

(P) SCED-54134 (Fotball Fever Demo)

EyeToy: AntiGrav

(U) SCUS-97438

EyeToy: Play 3 & SpyToy

Release date 2005
(P) SCED-53613

EyeToy: Play 3 & SpyToy

Release date 2005
(U) SCED-53613

Contents:
Games:
- EyeToy: Play 3
- EyeToy: Operation Spy
Videos:
- EyeToy: Play 3
- EyeToy: Operation Spy
- EyeToy: AntiGrav
- EyeToy: Groove
- EyeToy: Kinetic
- EyeToy: Monkey Mania
- EyeToy: Chat
- How to EyeToy

EverQuest Online Adventures

(U) SLUS-28020 (Beta Vol.1.0)
(U) SLUS-28021 (Beta Vol.2.0)
(U) SLUS-28026 (Beta Vol.3.0)
(U) SLUS-29050 (Regular Demo)
(P) SCED-51728

Extermination

(U) SCUS-97160
(J) PAPX-90211 (Taikenban)

FIFA Soccer 2005

(U) SLUS-29127
(P) SLED-52890

FIFA Soccer 2003

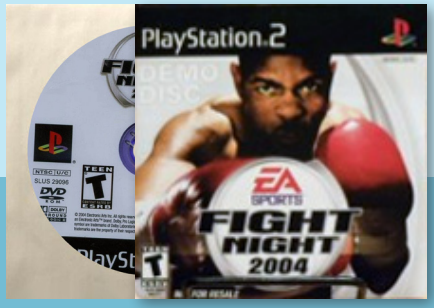
(P) SLED-51342

FIFA Soccer 2004

(U) SLUS-29086

Fight Night 2004

(U) SLUS-29096
(P) SLED-52375



FIFA Soccer 07

(U) SLED-54327
(P) SLUS-29194
(P) SCED-54134 (Beta Trial Disc, v1.01)

FIFA Soccer 06

(U) SLUS-29160
(P) SCED-54134 (Pre-Release Version)

FIFA World Cup: Germany 2006

(U) SLUS-29189

Fight Night Round 2

(U) SLUS-29145

FIFA Street 2

(P) SLED-53953

Fight Night Round 3

(U) SLUS-29183
(P) SLED-53983

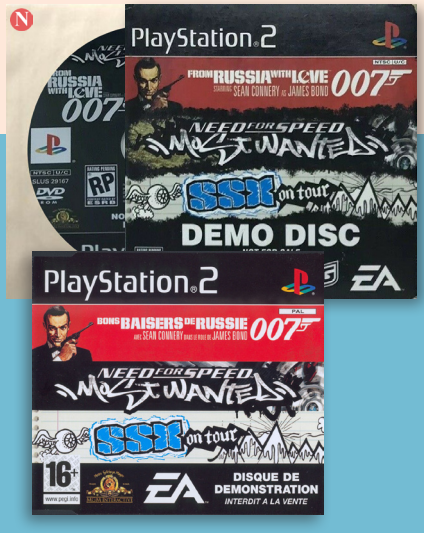
Frequency

(U) SCUS-97157

From Russia With Love & Need for Speed Most Wanted & SSX On Tour

Release date 2005
(U) SLUS-29167
(P) SLED-53681

This EA Demo Disc includes demos for From Russia With Love, Need for Speed Most Wanted and SSX On Tour.



Freaky Flyers

(U) SLUS-29061
(U) SLUS-29051 (Demo, Rating Pending ver.)

From Russia With Love

(U) SLUS-29168
(P) SLED-53673

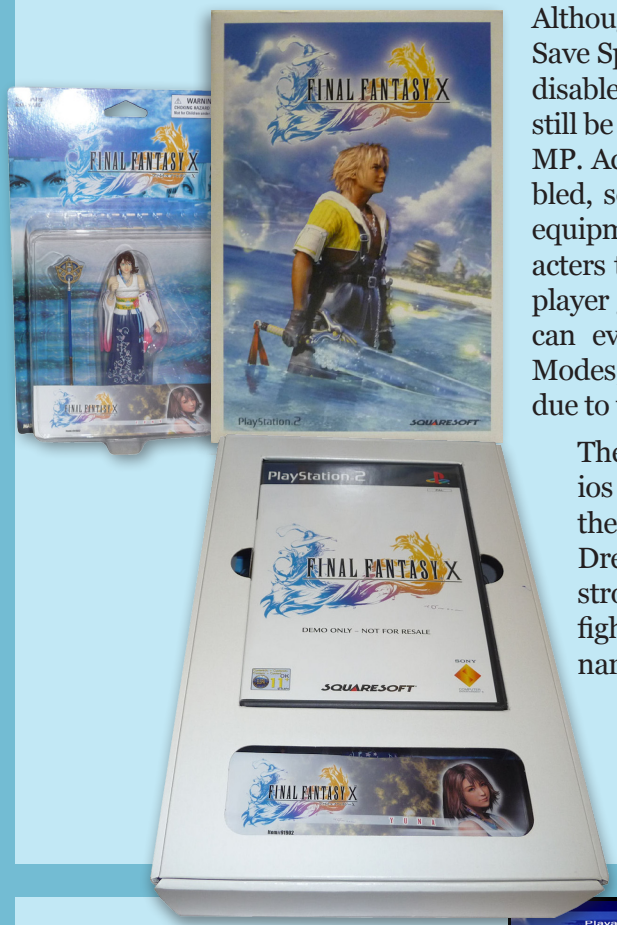
Fugitive Hunter: War on Terror

(P) SLES-52856

Final Fantasy X

(P) SCED-50642

Final Fantasy X Playable Demo is the demo of Final Fantasy X released along with the PAL PlayStation port of Final Fantasy VI, and it also was included in the 36th Demo Compilation from the Official PlayStation 2 Magazine (this DVD was released in some PlayStation Magazines around the world).



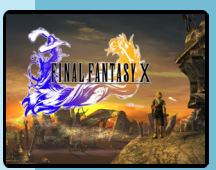
Although the demo contains Save Spheres, saving the game is disabled. The Save Spheres can still be used for restoring HP and MP. Accessing the menu is disabled, so the player can't change equipment or advance the characters through Sphere Grid. The player gains AP from battles and can even learn new Overdrive Modes, but these can't be utilized due to the blocked off menu.

The demo has two scenarios from the beginning of the game, the scene where Dream Zanarkand gets destroyed and Tidus and Auron fight Sinspawn, and a scenario on Besaid Island where Tidus is with Yuna and her guardians.

"finalfantasy.fandom.com"

Press Kit

The Euro Final Fantasy press kit came in two version, one with Yuna and one with a Tidus figure. The kit also inlcudes the Beyond Final Fantasy DVD and a Press Information DVD dated June 2002.



Final Fantasy XI: Online

(U) SCUS-97271 (Beta Version)
(U) SCUS-97272 (Beta Version - PlayOnline Viewer & Tetra Master from FF XI)
(U) SCUS-97380 (Demo)
(J) SLPM-62135 (β Version)
(J) SLPM-62134 (Beta Version - PlayOnline Viewer & Tetra Master)

Final Fantasy XII

(U) SLUS-29171
(J) SLPM-66750 (with Bonus DVD)

The North American demo was included with the Dragon Quest VIII: Journey of the Cursed King release.

Garouden Breakblow

(J) SLPM-60267 (Beta Trial Disc)

Fullmetal Alchemist 2: Curse of the Crimson Elixir

(J) SLPM-61087 (Trial)

G1 Jockey 2

(J) SLPM-60125 (Trial)

Genji: Dawn of the Samurai

(U) SCUS-97504
(J) PAPX-90522 (Trial)

Gekikuukan Pro Baseball: The End of the Century 1999

(J) SLPM-60123

Galaxy Angel

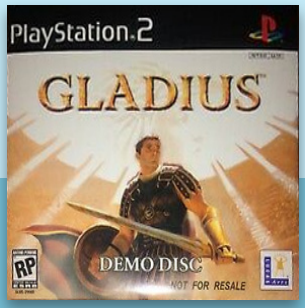
(J) SLPM-61045 (Trial)

Galaxy Angel: Moonlit Lovers

(J) SLPM-61073 (Trial)

Gladius

(U) SLUS-29060



Gravity Sucks

(P) SCED-50633

Gendai Yougo no Kiso Chishiki 2001

(J) SLPS-20115

Genshi no Kotoba

(J) PCPX-96619 (Trial)

Guilty Gear Isuka

(U) SLUS-28046 (Trade Demo)

Hajime no Ippo 2: Victorious Road

(J) SLPM-60220 (Trial)

Guilty Gear X Plus

(J) SLPM-60162

Gundam Seed: Federation vs. Z.A.F.T.

(J) SLPM-61134 (Trial)

Guilty Gear X2

(J) SLPM-60193 (Trial)

Formula One 2001

(P) SCED-50313
(P) SCED-50254 (Bonus Disc: Official Review of the 2000 FIA Formula 1 World Championship)

Formula One 04

(P) SCED-52687
(P) TCES-52042 (Beta Trial Disc)

Formula Suzuki Hayabusa Time Attack

Release date 2002
(J) SLPM-68003

Suzuki distributed this video game for free as a promotion of Formula Suzuki Hayabusa racing car.
The game was a limited release with a print of 10,000.

Formula One 2001

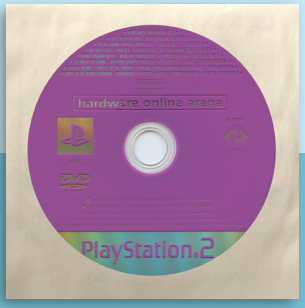
(P) SCED-51323 (Bonus Disc: The Official Review of the 2001 FIA Formula One World Championship)

Formula One 05

(P) TCES-53033 (Beta Trial Disc)
(P) SCED-53448
(P) SCED-53447 (Press Kit Demo)

Hardware: Online Arena

(P) SCES-51593 (Beta Trial Disc v0.01)



Formula One 06

(P) SCED-54207

Press Kit

Germany Special Issue 3

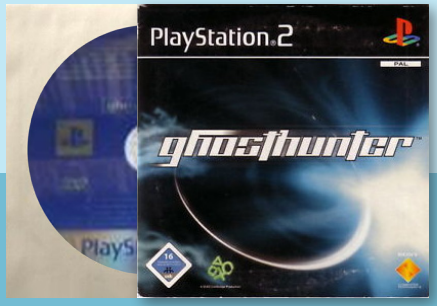
Release date 2003 (?)
(P) SCED-51375

Contents:
Games:
- *Aggressive Inline*
- *Half-Life*
- *Jedi Starfighter*
- *Hot Pursuit 2*
- *Soul Reaver 2*
- *Stuntman*
- *TIF 2003*
- *Timesplitters 2*
- *Toca Race Driver*
- *X-Men*

Videos:
- *GT Concept*
- *WWE Smackdown!*
- *Final Fantasy X*
- *Medal of Honor*
- *Metal Gear Solid 2*
- *Top Gun*

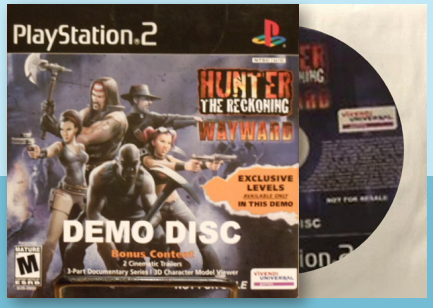
Ghosthunter

(P) SCED-51922



Hunter: The Reckoning Wayward

(U) SLUS-29059



Games of Our Style: Tokyo Game Show 2003 Disc

Release date 2003
(J) PCPX-96554

This is a promotional video DVD distributed during the Tokyo Game Show 2003 in Tokyo.

Juiced

(U) SLUS-29147
(P) SLED-53109

Guitar Hero: Van Halen

(U) SLUS-21924

Gungrave

(U) SLUS-28015 (Trade Demo)
(J) SLPM-60184 (Trial)

Gungrave: Overdose

(J) SLPM-60218 (Trial)

Gungriffon Blaze & Silpheed: The Lost Planet

(J) SLPM-60121

Harry Potter and the Chamber of Secrets

(J) SLPM-68005 (Demo, Coca-Cola Original Version)

Harvest Moon: Save the Homeland

(J) SLPM-60147 (Trial)

Haven: Call of the King

(U) SLUS-29038 (Regular Demo)
(U) SLUS-28019 (Trade Demo)
(P) SLED-51281

JoJo no Kimyou na Bouken: Ougon no Kaze

(J) SLPM-61030 (Trial)

Guitar Hero

(U) SLUS-29177

Ghost in the Shell: Stand Alone Complex

(U) SLUS-29123
(J) PAPX-90020 (Trial)

Gitaroo Man

(J) SLPM-62062 (Trial)

This disc was released on a maxi single-style demo and sold only in Japan.

Guitar Hero II

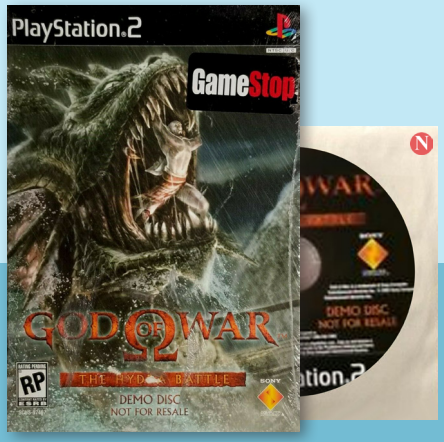
(U) SLUS-29198
(P) SLED-54509

The large Demo Kit includes:
-GH2 demo disc
-GH2 SG guitar controller and strap
-Documentation
-Posters
-Stickers
-Guitar Hero 2 pins

God of War

(U) SLUS-29098 (Demo, The Hydra Battle)
(P) SCED-53431

The US version is a sampler demo of the Hydra Battle scene from GOW.



God of War II

(U) SCUS-97482 (Demo, The Colossus Battle)
(P) SCED-54680

Kingdom Hearts

(P) SCED-51314
(J) SLPM-61025 (Trial)

Gradius V

(P) SLPM-60247

The demo includes no options on the title screen, it just goes straight into the game

Contents:
- Game Intro Movie
- All the weapons except Edit Mode
- Only contains Stage 1
- Full BGM and sound FX

Hitman: Blood Money & Urban Chaos: Riot Response

(U) SLUS-29191
Games:
- Hitman: Blood Money
- Urban Chaos: Riot Response

Iron Eagle Max

Developer JVC Digital Studios
Publisher Sony
Release date December 18, 2002
(P) SLES-50652 (Demo, Preview build v1.1)

This is a preview build disc for a cancelled game which was apparently released for some internal purposes.

High Heat Major League Baseball 2003

(U) SLUS-29019

High Heat Major League Baseball 2004

(U) SLUS-28029 (Trade Demo)

Hresvelgr

(J) SLPM-60112 (Trial)

Initial D Special Stage

(J) SLPM-60205 (Special Demo)
(J) SLPM-60204 (Trial)

Jade Cocoon 2

(J) SLPM-60150 (Bonus movie disc)

Kaido Racer

(J) SLPM-60228 (Trial)

Kengo 3

(J) SLPM-61086 (Trial)

Kessen III

(J) SLPM-61103 (Trial)

Kidou Senshi Gundam Seed Destiny: Generation of C.E.

(J) SLPM-68014 (Demo, Special Video Disc)

Gran Turismo 3
Demo Disks

This is a collection of demo disks of Gran Turismo 3: A-Spec.

Gran Turismo 3 Trial Disk

(J) PCPX-96311

Gran Turismo 3
Store Disc Vol. 2

(J) PCPX-96609

Gran Turismo 3
Replay Theater Netz Toyota

(J) PAPX-90209

Gran Turismo 2000
Body Omen

Developers	Polyphony Digital
Publisher	SCEJ
Release date	11 May 2000

(J) PAPX-90203

Gran Turismo 2000 is one of the early demonstration builds of GT3, created specifically for E3 2000. It was based on Gran Turismo 2, where the physics and graphics were updated to showcase what Polyphony Digital could do with the new hardware in the PlayStation 2.

The list of playable features is limited to only one combination of car and track: the Mitsubishi Lancer Evolution V GSR '98 on the Seattle Circuit. The race time is limited to 120 seconds or two minutes, reflecting an effort to minimize the amount of time spent queuing to play the game whilst still allowing players to take in the improvements that have been made.

As Gran Turismo 2000 was a demo for E3, there were fewer than 50 copies released. This level of rarity makes the game one of the most sought-after in the series for many Gran Turismo fans.

"gran-turismo.fandom.com"

Gran Turismo 3
Replay Theater (Red)

(J) PAPX-90208

Gran Turismo 3
Replay Theater (Black)

(J) PAPX-90208

Gran Turismo 3:
A-spec Demo

(U) SCUS-97115

Gran Turismo 3
Replay Theater Autobacs Seven

(J) PAPX-90207

Gran Turismo 3
Video DVD

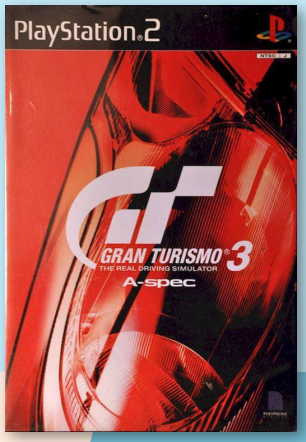
(J) PCPX-96513 (Over-The-Counter Video DVD)

Gran Turismo 3:
GT3 Racing Pack

Release date July 10, 2001
(U) PBPX-95503

Gran Turismo 3: A-spec

(J) PBPX-95502 (PS2 Bundle)



Gran Turismo Concept:
2001 Tokyo - Nissan 350Z Edition

(U) SCUS-97219

This was part of a press kit also containing music CD, 350Z DVD, press release and a booklet.

Kane & Lynch:
Dead Men Sneak Preview

Release date 2004
(U) SLUS-21654

This is a bonus contents disc included with Hitman Trilogy box set. The disc contains two promotional videos and several screen shots from the game Kane & Lynch: Dead Men for the PlayStation 3 (the game was never out on PS2).

Gretzky NHL '06

(U) SCUS-97506

Hanjuku Eiyuu Tai 3D

(J) SLPM-65314 (Bonus Pack)
(J) SLPM-61050 (Trial)

I.Q. Remix+:
Intelligent Qube

(J) PAPX-90202 (Demo, Taikenban)
(J) PCPX-96301 (Demo, Taikenban)

Gran Turismo 4
Demo Disks

This is a collection of demo disks of Gran Turismo 4.

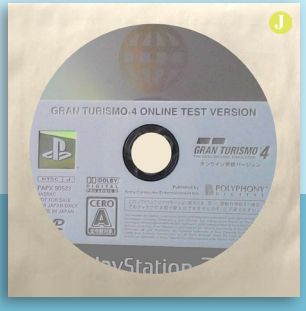
Gran Turismo 4:
Toyota Prius Trial

(U) SCUS-97384
(Special Edition 2004 Toyota Demo)
(J) PAPX-90512 (Toyota Prius Trial)

In the summer of 2004, Toyota sent a demo disc of GT4 along with a marketing brochure for its 2004 Prius hybrid car by way of customer request from their web site. The demo was also given out at a presentation of the Toyota MTRC at the New York International Auto Show. The demo disc featured only two cars, namely the Prius and the Toyota MTRC concept car. Two tracks were included, Fuji Speedway ('90s version) and Grand Canyon rally track, but each was limited to two minutes of play time.

Gran Turismo 4:
Toyota Prius Trial

(U) SCUS-97436
(J) PAPX-90523



Gran Turismo 4:
Mazda MX-5 Edition

(U) SCUS-97483

This demo feature the Mazda MX-5 '05 Concept car produced by Mazda. It only appears in this demo. Eight colors are available for the car.

Gran Turismo 4:
First Preview

(J) PCPX-96649

Gran Turismo 4:
The PlayStation Appendix Trial

(J) SCPM-85304

Gran Turismo 4:
BMW 1 Series Virtual Drive

(P) SCED-52681

Gran Turismo 4:
Nissan Micra Edition

(P) SCED-51352

Gran Turismo 4:
Copen Special Edition

(J) SCPM-85301

Gran Turismo 4:
LUPO CUP Training

(P) PAPX-90508

Lupo Cup is a Volkswagen One-Make Championship Race on Gran Turismo 4 where only Volkswagen Lupos are allowed

I-Ninja

(U) SLUS-29077

Itadaki Street 3

(J) PCPX-98042 (Trial)

Jan Sangoku Musou

(J) SLPM-60117 (Trial)

Gran Turismo 4: Airtrek Turbo Special Edition

(J) PAPX-90504

Jet de Go! 2: Let's Go By Airliner

(J) SLPM-60166 (Trial)

James Bond 007: Everything or Nothing

(U) SLUS-29095
(P) SLED-52326

Gran Turismo 4: Subaru Driving Simulator

(J) PCPX-96634

Hot Shots Golf 3 & PaRappa the Rapper 2

(U) SCUS-97208

Contents:
Games:
- *Hot Shots Golf 3*
- *PaRappa the Rapper 2.*

Hot Shots Golf Fore!

(U) SCUS-97427 (Online Public Beta)
(U) SCUS-97430 (Regular Demo)
(P) TCES-52582 (Beta Trial, v0.01)

Jet X2O

(U) SCUS-97239

Hot Shots Golf Online

(J) SCPM-85302 (Beta Version)

Hot Shots Tennis

(U) SCUS-97619
(J) PCPX-98042 (Demo, Taikenban)

Kinetica

(U) SCUS-97161

ICO

(U) SCUS-97159
(P) SCED-50844
(J) PCPX-96322 (Trial)

The playable demo for Ico lets the player explore and solve a few select areas from the beginning of the game up to the first encounter with the Queen at the castle's main gate.

The game feature a few differences from the retail game, but this is mostly missing features, like no opening cutscenes; it simply starts with Ico's coffin being dislodged. In the demo, players actually had the option to let go of Yorda's hand after catching her when she jumps across the bridge. This feature is completely absent from the finished game, likely to avoid unwanted cruelty towards Yorda.

Katamari Damacy

(J) SLPM-60213	(Trial)
(J) PAPX-90234	(Trial)
(J) SLPM-60239	(Trial)
(J) SCKA-90016	(Trial)

Namco gave the SLPM-60213 demo away to the public during TGS 2003. This was the earliest publicly available demo for Katamari Damacy by several months compared to the other two demos.

This level featured in this demo, which was later reused for another demo disc, is unique and was not implemented in the retail game.

Compared to the later released demos, there are some minor visual differences, such as a different-looking UI and katamari. Also, the music used in the demo level is an older, rougher cut of music found in the final game.

Holiday 2004 Demo Disc

Publisher	SCEE
Release date	2004
(U) SCUS-97455	(Mature)
(U) SCUS-97456	(Teen)

The demo was sent to members of PlayStation Underground. The disc came inside a pocket in a booklet. The Teen edition don't include the Silent Hill 4 demo.

SCUS-97455:
Contents:
Games:
- *Ratchet & Clank: Up Your Arsenal*
- *Jak 3*
- *ATV Offroad Fury 3*
- *Killzone*
- *Metal Gear Solid 3: Snake Eater*
- *Area 51*
- *Silent Hill 4: The Room*
- *Prince of Persia: Warrior Within*
- *Star Wars: Battlefront*
- *Ace Combat 5: The Unsung War*

The SCUS-97528 version includes Viewtiful Joe 2 which contained a glitch that will erase all saved games on the memory card or cards currently inserted in the console.

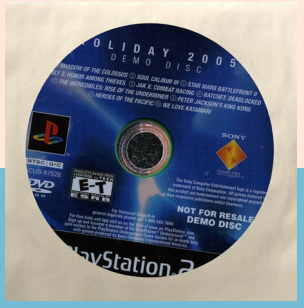
Sony later acknowledged the glitch via a mass e-mail to PlayStation Underground members. Besides conveying the corporation's *"sincerest apologies for any inconvenience this may have caused,"* the e-mail also suggested that gamers *"please remove your Memory Card(s) from your PlayStation 2 computer entertainment system before you load the Holiday 2004 Demo Disc."*

Holiday 2005 Demo Disc

Publisher	SCEE
Release date	2005
(U) SCUS-97529	(Mature)
(U) SCUS-97528	(Teen)

This is another holiday promotional demo disc sent out to registered PlayStation users.

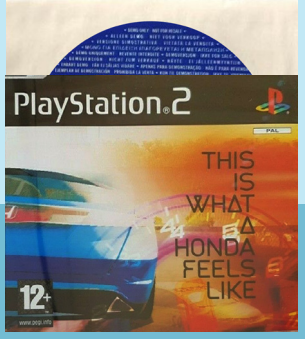
SCUS-97529 disc:
Contents:
Games:
- *Shadow of the Colossus*
- *Soul Calibur 3*
- *SW: Battlefront 2*
- *Sly 3: Honor Among Thieves*
- *Jak X: Combat Racing*
- *Ratchet: Deadlocked*
- *Eyetoy: Play 2*
- *Mortal Kombat: Shaolin Monks*
- *Castlevania Curse of Darkness*
- *Pac-Man World 3*
- *Conflict Global Terror*



Honda Demo

Publisher	Codemasters
(P) SLED-53951	

This is a Honda Civic 2005 Preview Intro Release that includes a demo of ToCA Race Driver 3.



Jak 3

Release date (us) November 9, 2004
(eu) November 26, 2004

(U) SCUS-97412
(P) SCED-52952

Jak and Daxter Complete Trilogy

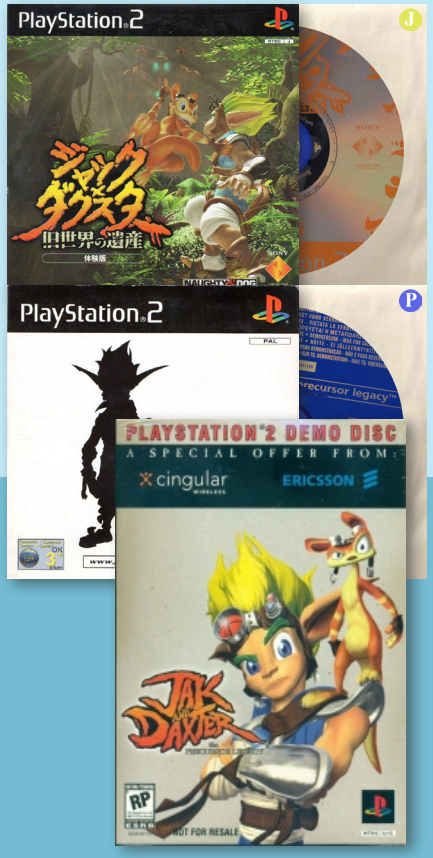
Release date (us) 2006
(U) SCUS-97555

This sampler disk includes the demo version of Jak X: Combat Racing and trailers for Jak and Daxter: The Precursor Legacy, Jak II and Jak 3 as well as some TV trailers, game music and artworks.

Jak and Daxter The Precursor Legacy

Release date (us) 2001
(U) SCUS-97170 (Cingular Wireless Demo)
(U) SCUS-97170 (PS Underground Demo)
(P) SCED-50614
(J) PAPX-90222 (Demo, Taikenban)
(J) PAPX-90223 (Demo, Taikenban)

The SCUS-97170 version came in a flat cardboard sleeve that contains the demo disc and a discount coupon of 5$ for Jak and Daxter: The Precursor Legacy.



Jak X & Ratchet: Gladiator

(P) SCED-53660

Jak II

(U) SCUS-97273
(U) SCUS-97274 (Video Demo)
(P) SCED-51700
(J) PAPX-90516 (Trial)

Jak X: Combat Racing

(U) SCUS-97488 (Public Beta v.1)
(U) SCUS-97486 (Regular Demo)
(P) TCES-53286 (Beta Trial Disc, v0.01)

Jak and Daxter: Trilogy

(U) SCUS-97440

Jikkyou Jitsumei Keiba Dream Classic 2001 Autumn

(J) SLPM-61019 (Trial)

Kamen Rider Hibiki

(J) SLPS-20448 (Bonus Disc: Taiko no Tatsujin Special Version)

Kamen Rider Kabuto

(J) SLPM-60279 (Trial)

Kinnikuman Muscle Grand Prix Max

(J) SLPM-61150 (Trial)

Jikkyou Powerful Pro Yakyuu 10

(J) SLPM-61053 (Trial)

Jissen Pachi-Slot Hisshouhou! Hokuto no Ken SE

(J) SLPM-60277 (Trial)

Kotoba no Puzzle: Mojipittan

(J) SLPM-60194 (Trial)

Kya: Dark Lineage

(U) SLUS-28037 (Trade Demo)
(P) SLED-51987

Lake Masters EX

(J) SLPM-60129 (Trial)

Lilie no Atelier: Salberg no Renkinjutsushi 3

(J) SLPM-60140 (Trial)

Magical Sports 2000 Koushien

(J) SLPM-60114 (Trial)

Magna Carta: Tears of Blood

(J) SLUS-28053 (Trade Demo)

Lethal Skies II

(J) SLPM-61054 (Trial)

Konjiki no Gashbell: Yuujou Tag Battle

(J) SLPM-61074 (Trial, Body Omen Edition)

Legaia 2: Duel Saga

(J) PAPX-90225 (Demo, Special Disc)

Lego Star Wars II: The Original Trilogy

(P) SLED-54315

Lethal Skies Elite Pilot: Team SW

(J) PAPX-90224 (Trial)

Jampack Vol. 10

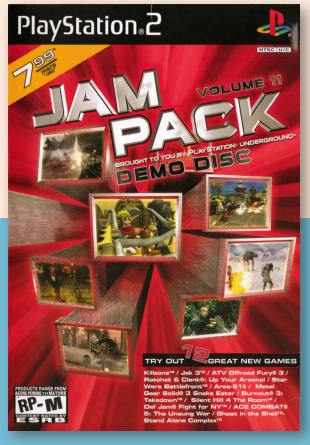
Release date April 27, 2004
SCUS-97406 (RP-M and RP-T)

Contents:
Games:
- *(RP-T) Front Mission 4*
- *Mission: Impossible – Operation Surma*
- *MLB 2005*
- *MX Unleashed*
- *NBA Shootout 2004*
- *(RP-M) Psi-Ops: The Mindgate Conspiracy*
- *(RP-M) Jet Li: Rise to Honor*
- *Syphon Filter: The Omega Strain*
- *(RP-T) Tom Clancy's Ghost Recon: Jungle Storm*
- *Transformers*
- *World Soccer Winning Eleven 7*

Jampack Vol. 11

Release date April 27, 2004
SCUS-97418 (RP-M)
SCUS-97417 (RP-T)

Contents:
Games:
- *(RP-M) Ace Combat 5: The Unsung War*
- *Area 51*
- *ATV Offroad Fury 3*
- *Burnout 3: Takedown*
- *(RP-T) Champions: Return to Arms*
- *(RP-T) Crash Bandicoot Twinsanity*
- *(RP-M) Def Jam: Fight for NY*
- *(RP-M) Ghost in the Shell: Stand Alone Complex*
- *Jak 3*
- *(RP-M) Killzone*
- *(RP-M) Metal Gear Solid 3: Snake Eater*
- *(RP-T) NCAA Football 2004*
- *Ratchet and clank up your arsenal*
- *(RP-T) Robotech: Invasion*
- *(RP-M) Silent Hill 4: The Room*
- *Star Wars Battlefront*
- *(RP-T) Suikoden IV*
- *(RP-T) Tak 2: The Staff of Dreams*



Jampack

Developer SCEA
Publisher SCEA

Jampack is a demo series from Sony under its PlayStation Underground brand (although the "Underground" name wasn't used on the first two Jampack discs, simply titled Vol. 1 and Vol. 2). It was used to advertise and preview upcoming, as well as already released PlayStation and PS2 games through demos and featurettes. Often, it also included imported game demos, behind-the-scenes videos on developers and games, as well as cheat codes and saved games. The Jampacks often served as a preview for the PlayStation Underground digital magazine and later online Ezine, and was sold for $4.99 each.

The series has previewed many popular games from the PS2's lifespan, ranging from SSX Tricky and Final Fantasy X to Need for Speed Underground and Tony Hawk's Pro Skater 3.

Many of the later PS2 Jampack volumes were issued with the option of a counterpart that removes or replaces any demos for Mature-rated and some Teen-rated games, essentially serving as a clean version of the compilations.

Jampack Vol. 12

Release date May 3, 2005
SCUS-97420 (RP-M)
SCUS-97419 (RP-T)

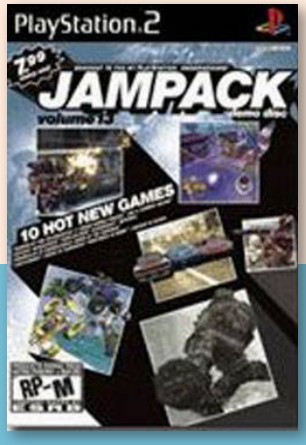
Contents (SCUS-97419):
Games:
- *MLB 2006*
- *Robots*
- *Delta Force: Black Hawk Down*
- *EA Sports Fight Night Round 2*
- *Madagascar*
- *Stolen*
- *Lego Star Wars: The Video Game*
- *Juiced*

Videos:
- *Eyetoy: Anti-Grav*

Jampack Vol. 13

Release date October 18, 2005
SCUS-97420 (RP-M)
SCUS-97419 (RP-T)

Contents (SCUS-97492):
Games:
- *Shadow of the Colossus*
- *Burnout Revenge*
- *Sly 3: Honor Among Thieves*
- *Soulcalibur III*
- *Jak X: Combat Racing*
- *Ratchet Deadlocked*
- *The Chronicles of Narnia: The Lion, the Which and the Wardrobe*
- *Castlevania: Curse of Darkness*
- *Brothers in Arms: Earned in Blood*
- *Genji: Dawn of the Samurai*



Jampack Vol. 14

Release date April 20, 2006
SCUS-97494 (RP-M)
SCUS-97493 (RP-T)

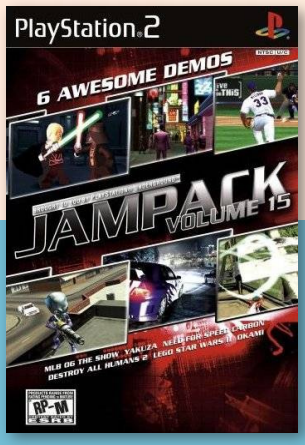
Contents (SCUS-97494):
Games:
- *Shadow of the Colossus*
- *Ratchet: Deadlocked*
- *Driver Parallel Lines*
- *Black*
- *Drakengard 2*
- *EyeToy: Operation Spy*
- *Okami*
- *Hitman Blood Money*
- *Tomb Raider Legend*
- *MLB 06 The Show*

Videos:
- *Tourist Trophy*

Jampack Vol. 15

Release date October 17, 2006
SCUS-97565 (RP-M)
SCUS-97564 (RP-T)

Contents (SCUS-97565):
Games:
- *MLB 06 The Show*
- *Need For Speed Carbon*
- *Destroy All Humans! 2*
- *Lego Star Wars II*
- *Okami*
- *Yakuza*



Killzone

(U) SCUS-97432 (Regular Demo)
(U) SCUS-97431 (Public Beta V1.0)
(P) SCED-52899 (Bonus Disc)
(P) TCES-52004 (Beta Trial Disc)
(P) SCED-52759 (Demo)

Klonoa 2: Lunatea's Veil

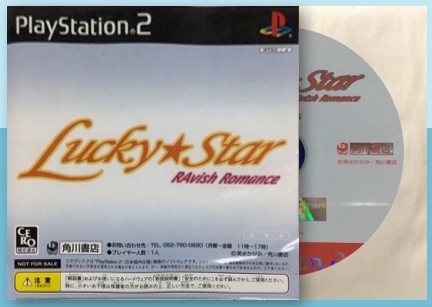
(U) SLUS-28004 (Trade Demo)
(J) SLPM-60138 (Trial)

Lifeline

(J) PCPX-96631 (Trial)

Lucky * Star

(J) SLPM-60282 (Trial, RAvish Romance)



Mad Maestro!

(J) PAPX-90216 (Trial)

Magic Pengel: The Quest for Color

(J) SLPM-60153 (Trial)

Kiosk Demo Discs

Developer SCEA
Publisher SCE
Release date 2000-2006

These discs is a compilation of PlayStation 2 game demos for the interactive kiosks found in the many stores at the time. The discs was mainly sent to stores for them to showcase new game releases, but the discs were often given away for free to customers.

Kiosk Demo Disc 2.1

Release date 2000
SCUS-97116

Contents:
Games:
- *Armored Core 2*
- *NHL 2001*
- *ESPN Winter X-Games Snowboarding*
- *Wild Wild Racing*
- *SSX*
- *Dynasty Warriors 2*
- *Madden NFL 2001*

Videos:
- *2 videos*

Kiosk Demo Disc 2.2

Release date 2001
SCUS-97127

Contents:
Games:
- *ATV Offroad Fury*
- *Zone of the Enders*
- *Red Faction*
- *Star Wars: Starfighter*
- *Army Men: Green Rogue*
- *Army Men: Air Attack 2*
- *WinBack: Covert Operations*

Videos:
- *NHL FaceOff 2001*
- *NBA ShootOut 2001*
- *Gauntlet Dark Legacy*
- *Soul Reaver 2*
- *The Bouncer*
- *Dark Cloud*
- *Onimusha: Warlords*

Kiosk Demo Disc 2.3

Release date 2001
SCUS-97156

Contents:
Games:
- *Cool Boarders 2001*
- *ICO*
- *Klonoa 2*
- *Gauntlet Dark Legacy*
- *Star Wars: Super Bombad Racing*
- *Portal Runner*
- *Spy Hunter*

Videos:
- *Okage: Shadow King*
- *Drakan - The Ancients' Gates*
- *Kinetica*

Kiosk Demo Disc 2.4

Release date October 29, 2001
SCUS-97174

Contents:
Games:
- *Kinetica*
- *Extermination*
- *Dynasty Warriors 3*
- *Shaun Palmer's Pro Snowboarder*
- *Casper Spirit Dimensions*
- *Crash Bandicoot: The Wrath of Cortex*
- *Disney's Tarzan Untamed*

Videos:
- *Tony Hawk's Pro Skater 3*
- *Jak and Daxter: The Precursor Legacy*
- *Splashdown.*

Kiosk Demo Disc 2.5

Release date 2002
SCUS-97200

Kiosk Demo Disc 2.6

Release date 2002
SCUS-97218

Contents:
Games:
- *ICO*
- *Frequency*
- *Parappa the Rapper 2*
- *AirBlade*
- *Knockout Kings 2002*
- *SledStorm*
- *Star Wars Jedi Starfighter*

Videos:
- *Spider-Man*
- *World Tour Soccer*
- *Frequency (Behind the Scenes)*

Kiosk Demo Disc 2.8

Release date 2003
SCUS-97261

Contents:
Games:
- *ATV Offroad Fury 2*
- *World Tour Soccer 2003*
- *Amplitude*
- *My Street*
- *War of the Monsters*
- *Ratchet & Clank*
- *Sly Cooper and the Thievius Raccoonus*
- *Battle Engine Aquila*
- *Rocky*
- *Grand Prix Challenge*
- *High Heat 2004*

Kiosk Demo Disc 2.7

Release date 2002
SCUS-97227

Contents:
Games:
- *Tony Hawk's Pro Skater 4*
- *Spider-Man*
- *The Scorpion King: Rise of Akkadian*
- *Dr. Muto*
- *Summoner 2*
- *Robot Alchemic Drive*
- *Wild Arms 3*
- *Sly Cooper and the Thievius Raccoonus*

Videos:
- *Sony Peripherals*
- *NCAA GameBreaker 2003 (Behind the Scenes)*
- *Hot Wheels Velocity X*
- *Contra Shattered Soldier*
- *Star Wars Bounty Hunter*
- *Disney's Stitch Experiment 626*

Kiosk Demo Disc 2.10

Release date 2003
SCUS-97321

Kiosk Demo Disc 2.12

Release date 2004
SCUS-97383

Kiosk Demo Disc 2.8

Release date 2003
SCUS-97261

Contents:
Games:
- *Jet X2O*
- *War of the Monsters*
- *Dark Cloud 2*
- *Ratchet & Clank*
- *NCAA Final Four 2003*
- *Rygar: The Legendary Adventure*
- *Black & Bruised*
- *NASCAR Thunder 2003*
- *Zapper*
- *Smash Cars*

Videos:
- *Disney's Treasure Planet*
- *The Powerpuff Girls: Relish Rampage*
- *Armored Core 3*
- *007: Nightfire*

Kiosk Demo Disc 2.11

Release date 2003
SCUS-97324

Contents:
Games:
- *Finding Nemo*
- *Downhill Domination*
- *Need for Speed: Underground*
- *DDRMAX2 Dance Dance Revolution*
- *Teenage Mutant Ninja Turtles: Turtle Power*
- *Whiplash*
- *NFA Gameday 2004*
- *NCAA GameBreaker 2004*
- *Ratchet & Clank: Going Commando*
- *Prince Of Persia: The Sands of Time*

Kiosk Demo Disc 2.23

Release date 2005
SCUS-97582

Contents:
Games:
- MLB '06 The Show
- Lego Star Wars II
- Okami
- Destroy All Humans! 2
- Bionicle Heroes
- Need For Speed: Carbon
- One Piece Grand Adventure
- The Grim Adventures of Billy and Mandy
- Kim Possible

Kiosk Demo Disc Q2-Q3 2005

Release date 2005
SCUS-97423

Contents:
Games:
- MLB 2006
- EyeToy: Anti-Grav
- Sega Superstars
- Stolen
- Delta Force Black Hawk Down
- Juiced
- LEGO Star Wars
- Fight Night Round 2
- Madagascar

Kiosk Demo Disc Q2-Q3 2004

Release date 2004
SCUS-97407

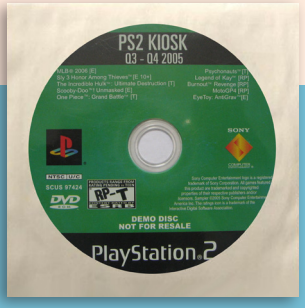
Kiosk Demo Disc Q3-Q4 2004

Release date 2004
SCUS-97428

Kiosk Demo Disc Q3-Q4 2005

Release date 2005
SCUS-97424

Contents:
Games:
- MLB 2006
- Sly Honor Among Thieves
- The Intridble Hulk: Ultimate Destruction
- Scooby-Doo! Unmasked
- One Piece: Grand Battle
- Psychonauts
- Legend of Kay
- Burnout Revenge
- MotoGP4
- EyeToy: AntiGrav



Kiosk Demo Disc Q1-Q2 2005

Release date 2005
SCUS-97422

Contents:
Games:
- EyeToy: AntiGrav
- Ratchet & Clank: Up Your Arsenal
- Jak 3
- ATV Offroad Fury 3
- Fullmetal Alchemist and the Broken Angel
- MX vs. ATV Unleashed
- Sega Superstars
- ESPN NHL 2K5
- World Soccer Winning Eleven 8 International
- Musashi Samurai Legend

Kiosk Demo Disc Q2-Q3 2006

Release date 2006
SCUS-97557

Kiosk Demo Disc Q4 2004 - Q1 2005

Release date 2004
SCUS-97421

Konami Preview Disc

Release date 2004?
(U) SLUS-29125

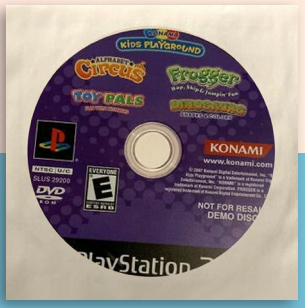
Contents (SCUS-97419):
Games:
- *King Arthur*
- *Neo Contra*
- *Silent Hill 4: The Room*
- *Suikoden IV*
- *Teenage Mutant Ninja Turtles 2: Battle Nexus*
- *Ys: The Ark of Napishtim*

Konami Kids Playground

Release date 2007
(U) SLUS-29200

This disc contains demo versions of games from the Konami Kids Playground series.

Contents:
Games:
- *Alphabet Circus*
- *Toy Pals Fun with Numbers*
- *Frogger Hop, Skip & Jumpin' Fun*
- *Dinosaurs - Shapes & Colors*



Maken Shao

(J) SLPM-61007 (Trial)

Marvel Nemesis: Rise of the Imperfects

(U) SLUS-29156

Mat Hoffman's Pro BMX 2

(U) SLUS-28014 (Trade Demo)

Koei PlayStation 2 Line-Up

Release date 2000?
(J) SLPM-60106

Contents:
Games:
- *Kessen*
- *Mahjong Taikai III*
- *Dynasty Warriors 2*

Konami PlayStation 2 Taiken-ban

Release date 2000?
(J) SLPM-60104

Contents:
Games:
- *DrumMania*
- *Jikkyou World Soccer 2000*
- *Jikkyou Powerful Pro Yakyuu 7*
- *Gradius III and IV*
- *Mahjong Yarouze! 2*
- *Eisei Meijin IV*

Mercenaries: Playground of Destruction

(U) SLUS-29137
(P) SLED-52979

Metal Arms: Glitch in the System

(U) SLUS-29081

MX Unleashed

(U) SLUS-29091

MX vs. ATV Unleashed

(U) SLUS-29140

Okami

(J) SLPM-61124 (Trial)

Mashed: Drive to Survive

(P) SLED-52506

Mega Man X7

(J) SLPM-60207 (Trial)

Metal Saga

(U) SLUS-28059 (Trade Demo)

Pipo Saru 2001

(J) PCPX-96319 (Trial)

Mr. Golf

(J) SLPM-60141 (Trial)

Musashi: Samurai Legend

(J) SLPM-61117 (Trial)

MX Superfly

(U) SLUS-29026
(P) SLED-51127

Pro Evolution Soccer 2008

(P) SLES-55023 (Italy, Demo, magazine bundle)

Project Altered Beast

(J) SLPM-61100 (Trial)

Mobile Suit Gundam: Zeonic Front

(J) SLPM-60133 (Trial)

MX 2002 Featuring Ricky Carmichael

(U) SLUS-29006

Okage: Shadow King

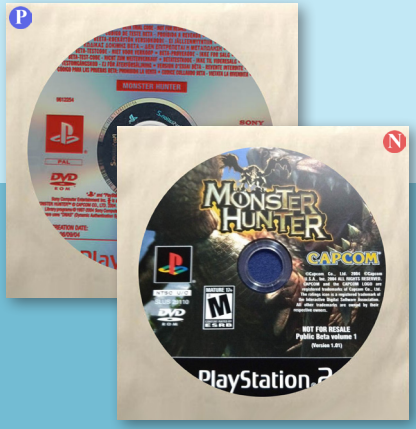
(J) PAPX-90212 (Trial)

One Piece: Grand Battle

(U) SLUS-29159

Monster Hunter

(U) SLUS-29110 (Public Beta Vol.1 - Ver.1.01)
(P) SLED-54315 (Demo)
(P) TLES-52707 (Online Beta Trial Disc v0.1)

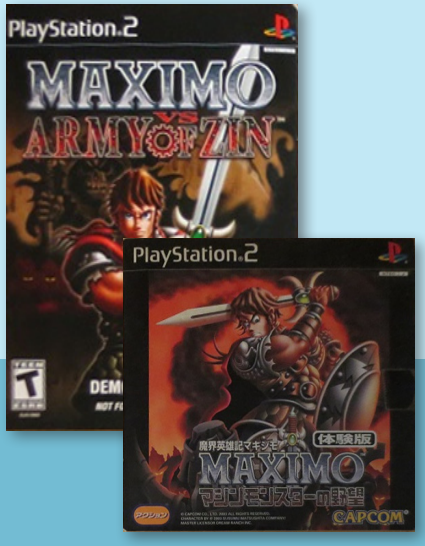


Maximo: Ghosts to Glory

(J) SLPM-60165 (Trial)

Maximo: Ghosts to Glory

(J) SLPM-60165 (Trial)



Official Demo Disc
Retail Edition 2: February 02

Publishers SCEE
Release date February, 2002
(P) SCED-50732

This is a French demo disc, also known as Disque de Démo officiel Edition pour revendeurs 2: Février 02.

Contents:
Games:
- Ecco the Dolphin: Defender of the Future
- Headhunter
- Ace Combat 04: Shattered Skies
- Wipeout Fusion
- MotoGP 2
- PaRappa the Rapper 2
- ICO
Videos:
- Ecco the Dolphin: Defender of the Future
- Rez
- Headhunter
- Ace Combat 04: Shattered Skies
- Wipeout Fusion
- MotoGP 2
- PaRappa the Rapper 2
- ICO
- Vampire Night, Drakan: The Ancients' Gates
- Herdy Gerdy
- Maximo: Ghosts to Glory
- Kessen II
- Metal Gear Solid 2: Sons of Liberty

Project Snowblind

(U) SLUS-29131 (Public Beta Vol.1.0)

R-Type Final

(J) SLPM-60202 (Trial version)

McDonald's
Original Happy Disc

Developer SCEJ
Publisher SCEJ
Release date 2001
(J) SCPM-85101

The McDonald's Original Happy Disc is a product of a promotional effort launched by Sony and McDonalds in the summer of 2001. In order to obtain the game, one would have to find a "winner" tag on their McDonald's purchase. The giveaway was only hosted in Japan.

The disc contains PaRappa the Rapper 2, Pipo Saru 2001 demos as well as some McDonald's special video. Both demos have additional McDonald's theme.

The game came with case and manual.

Metal Gear Solid 2: Sons of Liberty

Release date (us) 2001
(U) SLUS-29003
(P) SLED-50117
(J) SLPM-62043 (Trial Version)

Metal Gear Solid 2: Sons of Liberty Trial Edition is a playable demo of Metal Gear Solid 2: Sons of Liberty. It was included as a separate game disc with the initial release of Zone of the Enders as a pre-order bonus, thus leading to various misleading sales figures as many pre-ordered the game solely to play the demo. Another, more updated version, simply called the Trial Version, was also released in Europe via the Official PlayStation Magazine. It had three versions within that version: one that was included in a special edition sports disc in Europe via the Official PlayStation Magazine, one released separately, and a third that was released as a direct result of the announcement of Metal Gear Solid 3: Snake Eater.

The Trial Edition contained the demo itself, which covered the beginning of the Tanker Chapter up to the immediate aftermath of the fight with Olga Gurlukovich (or in the case of the European version, up to the arrival at Deck 2); the options; the previous story; and the specials menu. For the demo itself, it had Very Easy, Easy, Normal, Hard, and Very Hard difficulties, and selecting whether the player wants Radar 1 on, Radar 2 on, or simply not have the radar activated at all.

The demo's title screen focused on the George Washington Bridge, with a few appearances from the Ka-60 Kasatka choppers overhead.

After beating Olga and the scene that followed, the demo has some statements made by later characters that hinted at what would happen later on in the game (e.g., Liquid's return, Otacon's admission that he got the Metal Gear info via a tip, and Solid Snake apparently being killed or captured) as the screen showed the words "To Be Continued."

The demo feature several differences compared to the final version. Some of these includes;
- The M9, which was called the M9 15 in the Trial Edition and the weapon icon was red instead of blue.
- The Codec screen is vastly different from the final version, including Snake and Otacon's character models.
- The soldiers standing and walking animations are slightly different than in the final version.
- Snake's life meter is significantly shorter than in the final version.
- The cardboard box has a different name and description in the Trial Edition. It's called C. Box/Dry and the description reads, "A box made of cardboard." The cardboard box icon is also different.

"metalgear.fandom.com"

Metal Gear Online Demo Disc

Release date July 07, 2006
(J) SLPM-68524

This is a demo disc containing PS3 Metal Gear Online preview videos and images and online patch for Metal Gear Solid 3: Subsistence. The disc was bundled with Famitsu August 2006 issue.

Metal Gear Solid 3: Subsistence

(U) TLES-82043 (Online Beta Trial Disc v0.01)

Onimusha: Warlords

(J) SLPM-61001 (Trial)

Namco Transmission Demo Disc v1.03

Release date 2003
(U) SLUS-29071
(U) SLUS-20643BD (Soul Calibur II Pack-In)

Contents:
Games:
- *Kill.switch*
- *I-Ninja*
- *Tekken 4*

Videos:
- *Time Crisis 3*
- *Ace Combat 04: Shattered Skies*
- *Pac-Man World 2*
- *Xenosaga Episode I: Der Wille zur Macht*
- *Namco Museum*
- *MotoGP 3*
- *R: Racing Evolution*

Extras:
Saves
- *Tekken 4*
- *Ace Combat 04: Shattered Skies*
- *Tekken Tag Tournament*
- *MotoGP 3*

Military Multi Demo

Release date 2004
(P) SCED-52355

Contents:
Games:
- *kill.switch*
- *SOCOM II*

Videos:
- *kill.switch*
- *SOCOM II*
- *Syphon Filter: The Omega Strain*

Namco Transmission Demo Disc Vol.2

Release date 2004
(U) SLUS-29134
(U) SLUS-29133 (Bundled with Ace Combat 5: The Unsung War)

This is a demo disks contains some Namco demos (namely Street Racing Syndicate, Katamari Damacy and Soul Calibur II) as well as some additional content.

Naruto: Uzumaki Chronicles

(J) SLPM-61123 (Trial)

Naruto: Ultimate Ninja 3

(J) SLPM-61135 (Trial)

Naruto Shippuden: Ultimate Ninja 4

(J) SLPM-61157 (Trial)

Naruto Shippuden: Ultimate Ninja 5

(J) SLPM-68019

Namco Transmission Demo Disc v3.1

Release date 2004
(U) SLUS-29174

This is a demo disks contains some Namco demos (namely We Love Katamari, etc.) as well as some additional content.

Namco Transmission Demo Disc v3.2

Release date 2003
(U) SLUS-29175

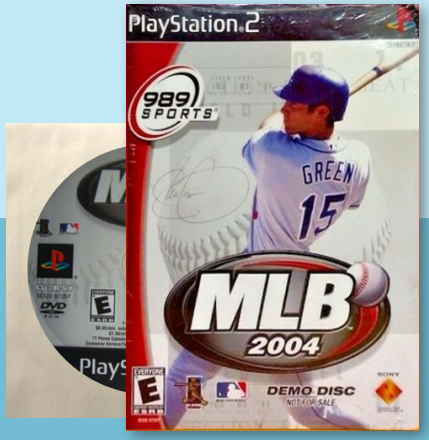
This demo contains Namco demos: MotoGP 4, Pac-Man World 3, Urban Reign, We Love Katamari, videos: Ace Combat 5: The Unsung War, Bounty Hounds (PSP), Namco Museum 50th Anniversary, Pac-Man World Rally, Ridge Racer (PSP), Tales of Legendia, Tekken 5, Time Crisis 3, Time Crisis: Crisis Zone, Xenosaga Episode II: Jenseits von Gut und Bose as well as some game saves.

Orphen: Scion of Sorcery

(J) SLPM-60113 (Trial)

MLB 2004

(U) SCUS-97257



MLB 06: The Show

(U) SCUS-97503

Rise of the Kasai

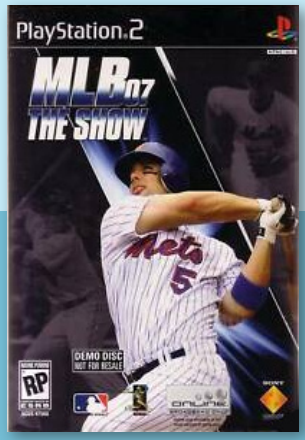
(U) SCUS-97462

MLB 2005

(U) SCUS-97327

MLB 07: The Show

(U) SCUS-97568



Nobunaga's Ambition Online

(J) SLPM-62208 (Beta Version)

MLB 2006

(U) SCUS-97460

My Street

(U) SCUS-97263

Neopets: The Darkest Faerie

(U) SCUS-97469

MiruMiru
November 2001 Disc

Release date November, 2001
(J) PCPX-96510 (Store Promo)

These disc are PS2 related video DVDs.

MiruMiru
December 2001 Disc

Release date December, 2001
(J) PCPX-96512 (Store Promo)

MiruMiru
January 2002 Disc

Release date January, 2002
(J) PCPX-96514 (Store Promo)

MiruMiru
February 2002 Disc

Release date February, 2002
(J) PCPX-96516 (Store Promo)

MiruMiru
March 2002 Disc

Release date March, 2002
(J) PCPX-96517 (Store Promo)

MiruMiru
April 2002 Disc

Release date April, 2002
(J) PCPX-96519 (Store Promo)

MiruMiru
May 2002 Disc

Release date May, 2002
(J) PCPX-96520 (Store Promo)

MiruMiru
June 2002 Disc

Release date June, 2002
(J) PCPX-96522 (Store Promo)

MiruMiru
July 2002 Disc

Release date July, 2002
(J) PCPX-96524 (Store Promo)

MiruMiru
July 2002 Disc

Release date July, 2002
(J) PCPX-96524 (Store Promo)

MiruMiru
December 2004 Disc

Release date December, 2004
(J) PCPX-96594 (Store Promo)

This is a Gran Turismo related video DVD.

Mister Mosquito

(J) PAPX-90215 (Trial)
(J) PCPX-96317 (Trial)

Otostaz

(J) PAPX-90228 (Trial)
(J) PAPX-90226 (Trial)
(J) PAPX-96325 (Trial)

Play the Best Demos from Atari

Release date 2006?
(P) SLED-54035

Contents:
Games:
- *Marc Ecko's Getting Up: Contents Under Pressure*
- *Driver: Parallel Lines*
- *Fahrenheit*
- *The Matrix: Path of Neo*

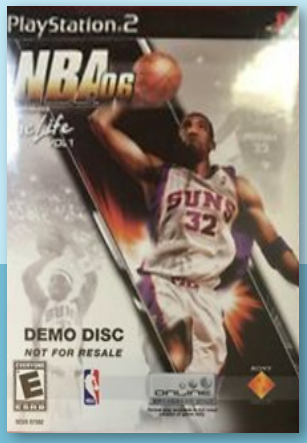
Official Disc 2003

Publishers SCEJ
Release date PAPX-90507
(J) December 2003

This disc (possibly) contains a demo version of Zone of the Enders: The 2nd Runner.

NBA 06

(U) SCUS-97392

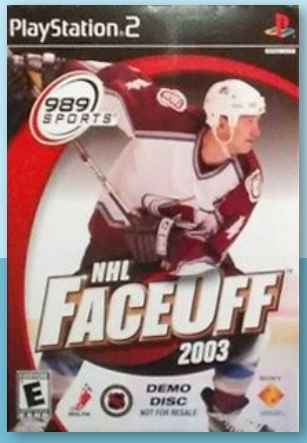


NBA 07

(U) SCUS-97554

NHL FaceOff 2003

(U) SCUS-97259



NBA ShootOut 2003

(U) SLUS-29110

NBA ShootOut 2004

(U) SCUS-97325
(U) SCUS-97382

NBA Street V3

(U) SLUS-29141

Odin Sphere

(U) SLUS-28065 (Trade Demo)

Peter Jackson's King Kong: The Official Game of the Movie

(P) SLED-53723

NHL 06

(U) SLUS-29154

NFL GameDay 2001

(U) SCUS-97118

NFL GameDay 2004

(U) SCUS-97317

NFL Street

(U) SLUS-29093

NBA Live 06

(U) SLUS-29162

NBA Street

(J) SLPM-60152 (Trial)

NBA Street Vol. 2

(U) SLUS-29053

NFL GameDay 2003

(U) SCUS-97223

Phase Paradox

(J) PCPX-96316 (Trial Edition D)
(J) PAPX-90213 (Trial Edition)
(J) PAPX-90214 (Trial Edition, Free Rental Version)
(J) PCPX-96315 (Trial)

PictureParadise Club Trial

(J) SLPM-69006 (Vol. 2)

This is a demo disc for PictureParadise Club. The game itself was cancelled prior to release.

Need for Speed Underground 2

(U) SLUS-29118
(P) SLED-52736
(J) SLPM-60250 (Trial)

NCAA Final Four 2002

(U) SCUS-97175

NCAA GameBreaker 2003

(U) SCUS-97226

NCAA March Madness 06

(U) SLUS-29163

Ninkyouden: Toseinin Ichidaiki

(J) SLPM-61144 (Trial)

PaRappa the Rapper 2

(J) PCPX-96320 (Trial)

MotoGP 3

(P) SCED-51669
(J) SLPM-60198 (Trial)

Need for Speed Underground

(U) SLUS-29073

Need for Speed Most Wanted

(U) SLUS-29155

Nightshade

(J) SLPM-61059 (Trial)

NCAA GameBreaker 2004

(U) SCUS-97315

NCAA GameBreaker 2004

(U) SLUS-29079

Need for Speed Carbon

(U) SLUS-29193
(P) SLED-54312

Panzer Front Ausf.B

(J) SLPM-61076 (Trial)

PlayStation 2
Greatest Hits: Vol 1

Release date 2001
(P) SCED-50161

Best Games Ever 1

This is a special issue of Official PlayStation 2 Magazine UK.

Contents:
Games:
- Dead or Alive 2
- Formula One 2001
- MTV Music Generator 2
- Zone of the Enders
Videos:
- Metal Gear Solid 2: Sons of Liberty
- Onimusha: Warlords
- AirBlade
- Jak and Daxter: The Precursor Legacy
- Final Fantasy: The Spirits Within
- Devil May Cry
- Crazy Taxi
- Pro Evolution Soccer
- Le Mans 24 Hours
- Jak & Daxter interview
E3 videos:
Ace Combat 4
- AirBlade
- Dark Cloud
- Drakan: The Ancients' Gates
- Dropship: United Peace Force
- Formula One 2001
- Gran Turismo 3: A-Spec
- Jak and Daxter: The Precursor Legacy
- Klonoa 2: Lunatea's Veil
- This Is Football 2002
- Twisted Metal: Black
- Wipeout Fusion
- World Rally Championship

PlayStation 2
Greatest Hits: Vol 2

Release date 2001
(P) SCED-50162

Best Games Ever 2

This is a special issue of Official PlayStation 2 Magazine UK.

PlayStation 2
Greatest Hits: Vol 3

Release date 2001
(P) SCED-50163

Best Games Ever 3

This is a special issue of Official PlayStation 2 Magazine UK.

PlayStation 2
Greatest Hits: Vol 4

Release date 2001
(P) SCED-50161

Best Games Ever 4

This is a special issue of Official PlayStation 2 Magazine UK.

Contents:
Games:
- Jak and Daxter: The Precursor Legacy
- Silent Hill 2
- Project Eden
- Pro Evolution Soccer
- World Rally Championship
- F1 2001
- Wipeout Fusion
- AirBlade
- Burnout
- WWF SmackDown! Just Bring It
Videos:
- Metal Gear Solid 2: Sons of Liberty
- Headhunter
- Crash Bandicoot: The Wrath of Cortex
- SSX Tricky
- Stuntman
- Ecco the Dolphin: Defender of the Future
- Maximo: Ghosts to Glory
- Shadow Man: 2econd Coming

PlayStation 2
Greatest Hits: Vol 5

Release date 2002
(P) SCED-50784

Best Games Ever 5

Contents:
Games:
- Ace Combat 4
- Crash Twinsanity
- Dropship: United Peace Force
- Ecco the Dolphin: Defender of the Future
- FIFA 2002
- Half-Life
- Headhunter
- Metal Gear Solid 2: Sons of Liberty
- MotoGP 2
- Rez
Videos:
- Burnout
- Herdy Gerdy
- ICO
- James Bond 007: Agent Under Fire
- Mike Tyson Heavyweight Boxing
- Onimusha 2: Samurai's Destiny
- PaRappa the Rapper 2
Features:
- Aibo
- SSX Tricky voice actors

PlayStation 2
Greatest Hits: Vol 6

Release date 2002
(P) SCED-50783

Best Games Ever 6

Contents:
Games:
- Burnout
- Dynasty Warriors 3
- Herdy Gerdy
- ICO
- Maximo: Ghosts to Glory
- PaRappa the Rapper 2
- Pro Evolution Soccer
- Thunderhawk: Operation Phoenix
- Time Crisis II
- Twisted Metal: Black
Videos:
- Deus Ex: The Conspiracy
- Final Fantasy X
- Shadow Man: 2econd Coming
- Space Channel 5
- Star Wars Racer Revenge
- Virtua Fighter 4
Features:
- Making of World Rally Championship
- Final Fantasy Anthology (FFV-X)

PlayStation 2
Greatest Hits: Vol 8

Release date 2002
(P) SCED-50786

Best Games Ever 8

This is a special issue of Official PlayStation 2 Magazine UK.

PlayStation 2
Greatest Hits: Vol 7

Release date 2001
(P) SCED-50785

Best Games Ever 7

This is a special issue of Official PlayStation 2 Magazine UK.

Contents:
Games:
- Pro Evolution Soccer
- WWF Smackdown
- Smash Court Tennis
- Rugby, Mike Tyson Boxing
- World Rally Champ
- 2002 FIFA World Cup
- Metal Gear Solid 2
- Formula One 2001
- Tiger Woods PGA 2002
- NHL 2001
Videos(?):
- SSX Tricky
- Tony Hawk's Pro Skater 3
- LMA Manager 2002
- This is Football 2002
- Premier Manager 2002
- V-Rally 3

PlayStation 2
Greatest Hits: Vol 9

Release date 2001
(P) SCED-51280

Best Games Ever 9

This is a special issue of Official PlayStation 2 Magazine UK.

Contents:
Games:
- Conflict: Desert Storm
- Final Fantasy X
- ICO
- Jak and Daxter:
The Precursor Legacy
- Medal of Honor Frontline
- Metal Gear Solid 2:
Sons of Liberty
- Pro Evolution Soccer
- Rez
- Smash Court Tennis
Pro Tournament
- Star Wars: Jedi Starfighter
- Stuntman
- TOCA Race Driver
- Wipeout Fusion

PlayStation Experience
Demo Disc

Release date May, 2003 (SCED-51899)
(P) SCED-51148
(P) SCED-51899

Contents SCED-51148:
Games:
- *Final Fantasy X*
- *Fireblade*
- *Frequency*
- *Ratchet & Clank*
- *Sly Raccoon*
- *Smash Court Tennis Pro Tournament*
- *Stuntman*
- *TimeSplitters 2*

Videos:
- *Ape Escape 2*
- *Big Mutha Truckers*
- *GioGio's Bizarre Adventure*
- *Kingdom Hearts*
- *Onimusha 2: Samurai's Destiny*
- *SOCOM: U.S. Navy SEALs*
- *Disney's Stitch: Experiment 626*
- *Tekken 4*
- *The Terminator: Dawn of Fate*
- *Lara Croft Tomb Raider: The Angel of Darkness*

Contents SCED-51899:
Games:
- *Amplitude*
- *Formula One 2003*
- *Jak II:Renegade*
- *Perfect Ace: Pro Tournament Tennis*
- *Ratchet & Clank 2*
- *Sphinx and the Shadow of Set*
- *Summer Heat Beach Volleyball*
- *Tiger Woods PGA Tour 2004*
- *True Crime: Streets of LA.*

Videos:
- *Destruction Derby Arenas*
- *Ghosthunter*
- *Hardware: Online Arena*
- *How to Eye Toy*
- *Metal Gear Solid 3: Snake Eater*
- *Hulk*
- *Time Crisis 3*
- *Tony Hawk's Underground*
- *Tribes Aerial Assault*
- *Warhammer 40,000: Fire Warrior*

PlayStation 2
Debyukorekushon Tento Hoeiyo Sanpuru Mubishu

Release date 2001?
(J) PCPX-96501

This is a PS2 related video DVD.

PlayStation 2
Dehajimeyo Onraingemugaido 2003 June

Release date June, 2003
(J) PAPX-96546

This video DVD contains information on Final Fantasy XI, Nobunaga's Ambition Online, Biohazard Outbreak introduction video, Hot Shots Golf Online and others.

S.L.A.I.:
Steel Lancer Arena International

(U) SLUS-29132 (Public Beta Vol.1.0)
(P) TLES-52940 (Beta Trial Disc, v0.11)

Saint Seiya: The Hades

(J) SLPM-61158 (Trial)

PlayStation 2
Christmas Special 2003

Release date 2003
(P) SCED-52225

Contents:
Games:
- *Destruction Derby Arenas*
- *Dog's Life*
- *Ghosthunter*
- *Jak II: Renegade*
- *My Street*
- *Ratchet & Clank 2*
- *WRC 3: The Official Game of the FIA World Rally Championship*

Videos:
- *EverQuest Online Adventures*
- *Hardware Online Arena*
- *Mixing Amplitude*
- *Jak II: Renegade Developer Interview*
- *How to EyeToy*

Raw Danger!

(J) SLPM-60254 (Trial, Type A)
(J) SLPM-60273 (Trial, Type B)

Pride FC: Fighting Championships

(U) SLUS-29044

Pride of the Dragon Peace

(J) PAPX-90521 (Trial)

Rayman 3: Hoodlum Havoc

(P) SLED-51225

Prince of Persia: Warrior Within

(P) SLED-52929

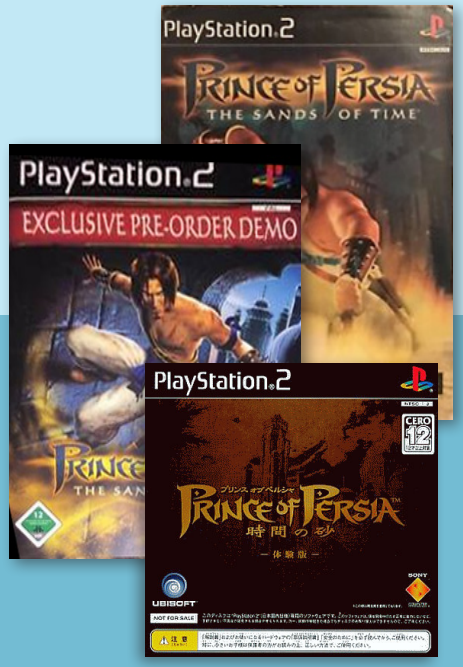
Primal

(U) SCUS-97225
(P) SCED-51484

Press Kit

Prince of Persia: The Sands of Time

(U) SLUS-29069
(P) SLES-51961 (Exclusive Pre-Order Demo)
(J) PAPX-90517 (Trial)



Primal & The Mark of Kri

(Release date 2003
P) SCED-51491

Primal & The Mark of Kri & War of the Monsters

Release date 2003
P) SCED-51506

SpeSaru Disc 2003

Release date 2003
(J) SCPM-85303

Contents:
Games:
- *Mega Man X7*
- *Bomberman Land 2*
- *Ape Escape 2*
- *Jikkyou Powerful Pro Yakyuu 10*
- *Monster Rancher 4*
- *Taiko no Tatsujin: DOKI! Shinkyoku Darake no Haru Matsuri*

Official PlayStation Magazine

Official PlayStation Magazine is a umbrella name of several different video game magazines released in different countries.

The magazine focuses exclusively on PlayStation hardware, software, and culture, beginning with the original PlayStation

Official PlayStation Magazine (OPM) was the first gaming magazine to include a disc that featured playable demos of PlayStation games. Beginning with issue one, each magazine came with a disc containing playable PlayStation game demos and non-playable video footage. Later, interviews, industry event coverage, and video walkthroughs of games would also be included on the discs.

The different editions of the magazine exist in North America, Sweden, Finland, the United Kingdom, the Republic of Ireland, Germany, France, Italy, Spain, Belgium, Portugal, Brazil and Australia. The Belgian edition is also published in the Netherlands.

The Australian edition was originally published by Next Media bi-monthly, but eventually became a monthly magazine.

Most of the information on these pages which covers the OPSM2 demos are taken from *crimson-ceremony.net*. For more information on these releases, please visit the site.

OPS2M Demo Benelux and Australia

There are three main OPS2M series; the British, French, and German, and the Italian as a minor fourth series (it seems they had some unique discs). All other countries seem to have used a mix of these discs, possibly with the odd unique disc here and there. The demos published with OPS2M in Benelux and Australia mostly came with British discs, except in a few cases.

All the demos came in cardsleeves. The earliest cardsleeves only had a plain white back side.

The Australian discs seems like they mostly came with British discs and a few French discs. The discs were typically pressed in Australia, but not all. Some were the standard European discs pressed in Austria. One can easily tell the difference by looking at the disc labels, the Australian discs have a larger silver area around the rim. The discs also have IFPI codes starting on 65, as opposed to discs from Austria starting on 94. The Australian discs first came in DVD cases, then in thin DVD cases, then in smaller CD-sized clam cases of varying thickness and width. The SCED-codes are often wrong on the cases, they rarely updated them from the template they must have used.

OPS2M Demo 07

(P) SCED-50142

Contents:
Games:
- *Sky Odyssey*
- *Star Wars Starfighter*
- *Warriors of Might and Magic*

Trailer:
- *Bloody Roar 3*
- *Formula 1 2001*
- *Giants*
- *Gun Griffon Blaze*
- *MDK 2*
- *Red Faction*
- *Shadowman 2nd Coming*
- *SSX Snowboarding*
- *Star Wars Super Bombad Racing*
- *Zone of the Enders*

Other:
- *Voyage of Emotion: Adrenaline (video featuring several racing games)*

Dutch #01

Germany 06/2001

UK Disc 7

OPS2M Demo 08

(P) SCED-50143

Contents:
Games:
- Moto GP
- MTV Music Generator 2
Trailer:
- All-Star Baseball 2002
- Crazy Taxi
- Extermination
- Fur Fighters
- NBA Street
- Rumble Racing
- Wacky Races
Other:
- Voyage of Emotion: Reprise (video featuring several games)

Dutch #02

Germany 07/2001

UK Disc 8

OPS2M Demo 09

(P) SCED-50144

Contents:
Games:
- Formula 1 2001
- Rugby
- Wacky Races
Trailer:
- Airblade
- ATV Offroad
- Dropships
- Gran Turismo 3 A-spec
- Le Mans 24 Hours
- Onimusha: Warlords
- The Bouncer
- Wipeout Fusion
- World Rally Championship
Other:
- Project Y: Jak & Daxter The Precursor Legacy Interview (English, French, German, Italian, Spanish)

Dutch #03

Germany 08/2001

OPS2M Demo 12

(P) SCED-50147

Contents:
Games:
- MX Rider
- Portal Runner
- Soul Reaver 2
- Spy Hunter
- This Is Football 2
Trailer:
- Airblade
- Baldur's Gate: Dark Alliance
- Dark Cloud
- Giants: Citizen Kabuto
- Jak & Daxter The Precursor Legacy
- Silent Hill 2
- Time Crisis 2
- Top Gun
- Twisted Metal: Black
- Wipeout Fusion

Dutch #05

UK Disc 12

OPS2M Demo 13

(P) SCED-50148

Contents:
Games:
- Driven
- Klonoa 2: Lunatea's Veil
- MX 2002 Featuring Ricky Carmichael
- NBA Street
- Rayman M
- Silent Scope 2
- Time Crisis 2
Trailer:
- Airblade
- Burnout
- Dropship: United Peace Force
- Herdy Gerdy
- Legacy Of Kain: Soul Reaver 2
- Robot Wars: Arenas Of Destruction
- Splashdown
- This Is Football 2002
- WRC World Rally Championship
- Wipeout Fusion
Other:
- I Am The Wolfman (PS2 CM)

Dutch #06

OPS2M Demo 14

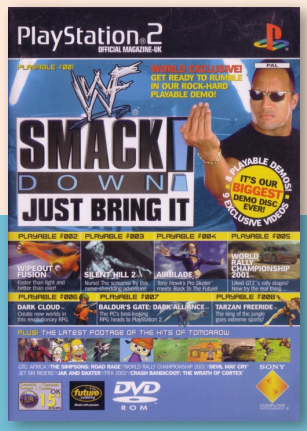
(P) SCED-50149

Contents:
Games:
- Airblade
- Baldur's Gate 2: Dark Alliance
- Dark Cloud
- Silent Hill 2
- Tarzan Freeride
- Wipeout Fusion
- World Rally Championship
- WWF Smackdown! Just Bring It
Trailer:
- Crash Bandicoot The Wrath Of Cortex
- Devil May Cry
- FIFA 2000
- GTC Africa
- Jak & Daxter The Precursor Legacy
- Jet Ski Riders
- Parappa The Rapper 2
- The Simpsons Road Rage
- World Rally Championship

Dutch #07

France Disc 14

UK Disc 14



OPS2M Demo 16

(P) SCED-50151
(P) SCED-50675 (fr)

Contents:
Games:
- Ace Combat 4
- Dropship: United Peace Force
- Ecco The Dolphin: Defender Of The Future
- FIFA 2002
- Headhunter
- MotoGP 2
- Pro Evolution Soccer
- Shaun Palmer's Pro Snowboarder
- Twisted Metal: Black
- Wipeout Fusion
Trailer:
- Burnout
- Herdy Gerdy
- Legacy Of Kain: Soul Reaver 2
- Maximo: Ghosts To Glory
- Metal Gear Solid 2
- Moto GP 2
- PaRappa The Rapper 2
- Rez
Other:
- www.playstation.com

Dutch #08

OPS2M Demo 17

(P) SCED-50152

Contents:
Games:
- *Crash Bandicoot: The Wrath of Cortex*
- *Metal Gear Solid 2: Sons of Liberty*
- *Parappa the Rapper 2*
- *Rez*
- *Robot Wars*
- *Soul Reaver 2*
- *Wipeout Fusion*

Trailer:
- *Dropship: United Peace Force*
- *Ico*
- *Kessen II*
- *Mike Tyson Heavyweight Boxing*
- *Onimusha 2*
- *SSX Tricky*
- *TOCA Race Driver*

Other:
- *007: Agent Under Fire (making of)*
- *Aibo: Latte and Macaron*

Dutch #09

UK Disc 17

OPS2M Demo 18

(P) SCED-50153
(P) SCED-50825 (fr)

Contents:
Games:
- *Drakan: The Ancients' Gates*
- *Dynasty Warriors 3*
- *Godai: Elemental Force*
- *Half-Life*
- *Herdy Gerdy*
- *Maximo*

Trailer:
- *Ace Combat: Distant Thunder*
- *Deus Ex*
- *Final Fantasy VI-X: A Retrospective*
- *Ico*
- *LMA Manager 2002*
- *Space Channel 5 v1*
- *Stuntman*
- *Virtua Fighter 4*

Dutch #10

UK Disc 18

OPS2M Demo 19

(P) SCED-50154

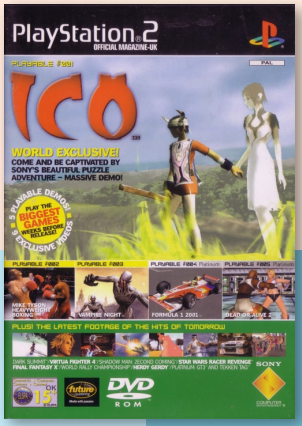
Contents:
Games:
- *Dead or Alive 2*
- *Formula One 2001*
- *Ico*
- *Mike Tyson Heavyweight Boxing*
- *Vampire Night*

Trailer:
- *Dark Summit*
- *Final Fantasy X*
- *Gran Turismo 3: A-spec*
- *Herdy Gerdy*
- *Shadow Man: The 2econd Coming*
- *Star Wars Racer Revenge*
- *Tekken Tag Tournament*
- *Virtua Fighter 4*

Other:
- *The Making of World Rally Championship 2001*

Dutch #11

UK Disc 19



OPS2M Demo 20/eur

(P) SCED-50743
(P) SCED-50945 (fr)

Contents:
Games:
- Final Fantasy X
- Moto GP
- Rally Championship
- Space Race
- Taz Wanted
Trailer:
- Barbarian
- Blood Omen 2
- Downforce
- Red Faction
- Shadow Hearts
- Star Wars: Jedi Starfighter
- V-Rally 3
Other:
- The Making of Jak & Daxter

Dutch #12

UK Disc 20

OPS2M Demo 21/eur

(P) SCED-50742

Contents:
Games:
- Frequency
- Medal of Honor: Frontline
- Peter Pan: Return to Never Land
- Redcard
- Smash Court Tennis Pro Tournament
- Star Wars: Jedi Starfighter
- Super Trucks
- This is Football 2002
- Tiger Woods PGA Tour 2002
Trailer:
- 2002 FIFA World Cup
- Auto Modellista
- Britney's Dance Beat
- Commandos 2
- Pac-Man World 2
- Spider-Man
- Taz Wanted
- Turok Evolution
Other:
- The Making of Tomb Raider: The Angel of Darkness

Italy 07/02

UK Disc 21

OPS2M Demo 22/eur

(P) SCED-50744
(P) SCED-51016 (fr)

Contents:
Games:
- 2002 FIFA World Cup
- Britney's Dance Beat
- Formula One 2002
- Gitaroo Man
- MTV Music Generator
- Time Crisis 2
Trailer:
- Ape Escape 2
- Fireblade
- Gran Turismo Concept
- Kingdom Hearts
- Lilo & Stitch
- Men in Black II: Alien Escape
- Premier Manager 2002
- Primal
- Ratchet & Clank
- Tekken 4
- TOCA Race Driver
- Turok Evolution
- V-Rally 3

Dutch #14

UK Disc 22

OPS2M Demo 24/eur

(P) SCED-50746

Contents:
Games:
- *Aggressive Inline Skating*
- *Conflict: Desert Storm*
- *Downforce*
- *Jak & Daxter: The Precursor Legacy*
- *Need for Speed Hot Pursuit 2*
- *TOCA Race Driver*
- *World Rally Championship*

Trailer:
- *Battle Engine Aquila*
- *Colin McRae Rally 3*
- *Conflict: Desert Storm*
- *Devil May Cry 2*
- *Gran Turismo Concept: 2002 Tokyo-Geneva*
- *Gumball Rally 3000*
- *Jurassic Park*
- *Reign of Fire*
- *Timesplitters 2*
- *Tomb Raider: The Angel of Darkness*

Dutch #15

UK Disc 24

OPS2M Demo 25/eur

(P) SCED-50747
(P) SCED-51279 (fr)

Contents:
Games:
- *Disney's Stitch: Experiment 626*
- *Ninja Assault*
- *This is Football 2003*
- *Timesplitters 2*
- *WWE Smackdown! Just Bring It!*
- *X-Men Next Dimension*

Trailer:
- *Ferrari F355 Challenge*
- *Hitman 2: Silent Assassin*
- *Konami Evolution Sports*
- *Metal Gear Solid 2: Substance*
- *Mortal Combat: Deadly Alliance*
- *NHL 2003*
- *Ratchet & Clank*
- *Terminator: Dawn of Fate*
- *Treasure Planet*
- *WWE Smackdown! Shut Your Mouth*

Other:
- *Mat Hoffman interview*
- *The Making of Stuntman*
- *uk.PlayStation.com*

Dutch #16

UK Disc 25

OPS2M Demo 26/eur

(P) SCED-50748

Contents:
Games:
- *Burnout 2: Point of Impact*
- *Crash Bandicoot: The Wrath of Cortex*
- *Ferrari F355 Challenge*
- *Hitman 2: Silent Assassin*
- *Micro Machines*
- *Ratchet & Clank*
- *Red Faction 2*
- *Summoner 2*
- *Superman: Shadow of Apokolips*
- *Tekken 4*

Trailer:
- *Alpine Racer 3*
- *Kingdom Hearts*
- *Shox*
- *Star Wars: Bounty Hunter*
- *Star Wars: The Clone Wars*
- *The Getaway*
- *Total Immersion Racing*
- *WRC II Extreme*

Dutch #17

UK Disc 26

OPS2M Demo 27/eur

(P) SCED-50749
(P) SCED-51359 (fr)

Contents:
Games:
- Alpine Racer 3
- Colin McRae Rally 3
- Heaven: Call of the King
- Reign of Fire
- Twin Caliber
- Ty the Tasmanian Tiger
- WRC II Extreme
Trailer:
- 7 Videos
Multivideo:
- 6 Videos
Other:
- Spiderman movie trailer

Dutch #18

Italy Disc 6

UK Disc 27

OPS2M Demo 28/eur

(P) SCED-50742
(P) SCED-50750

The two disc labels look slightly different.

Contents:
Games:
- Battle Engine Aquila
- MX Superfly
- The Getaway
- Treasure Planet
- V-Rally 3
Trailer:
- Big Mutha Truckers
- Defender
- Micro Machines
- Mortal Kombat: Deadly Alliance
- Spyro: Enter the Dragonfly

Dutch #19

UK Disc 28

OPS2M Demo 30

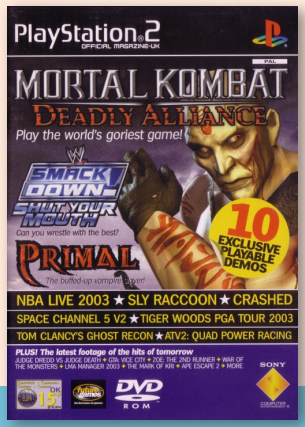
(P) SCED-51457

Contents:
Games:
- ATV2: Quad Power Racing
- Crashed
- Mortal Kombat: Deadly Alliance
- NBA Live 2003
- Primal
- Sly Raccoon
- Space Channel 5 v2
- Tiger Woods PGA Tour 2003
- Tom Clancy's Ghost Recon
- WWE Smackdown! Shut Your Mouth
Trailer:
- 8 Videos

Dutch #20

Italy Disc 8

UK Disc 30



OPS2M Demo 31

(P) SCED-51529

Contents:
Games:
- Dr Muto
- Grand Prix Challenge
- Rayman 3: Hoodlum Havoc
- Splinter Cell
- The Mark of Kri
- Timesplitters 2
- Wakeboarding Unleashed
- War of the Monsters
- Zapper
Trailer:
- Pride FC
- Rolling
- Shinobi
- Vexx
Other:
- Primal: Behind the Scenes
- The Making of Tomb Raider: The Angel of Darkness

Dutch #21

UK Disc 31

OPS2M Demo 32

(P) SCED-51530

Contents:
Games:
- Ape Escape 2
- Dakar 2
- Mobile Suit Gundam: Federation Vs Zeon
- Silent Hill 2
- Spy Hunter
- Techu: Wrath Of Heaven
- Scorpion King
- Splinter Cell
- Vexx
- Zone Of The Enders
Trailer:
- Broken Sword: The Sleeping Dragon
- Def Jam Vendetta
- Devil May Cry 2
- GT Concept: 2002 Tokyo-Geneva
- Shinobi
- World Championshio Snooker 2003
Other:
- Secrets of War Of The Monsters

Dutch #22

UK Disc 32

OPS2M Demo 33

(P) SCED-51531

Contents:
Games:
Conflict: Desert Storm
Dynasty Warriors 3
Evolution Skateboarding
Herdy Gerdy
Moto GP3
Pride FC
Project Eden
Shinobi
WRC II Extreme
Trailer:
- 4 Videos

Dutch #23

Italy Disc 11

UK Disc 33

OPS2M Demo 34

(P) SCED-51532

Contents:
Games:
- Airblade
- Baldur's Gate: Dark Alliance
- Burnout 2
- Def Jam Vendetta
- Rygar
- Silent Hill 3
- Virtua Fighter 4
- Wipeout Fusion
Trailer:
- Enter The Matrix
- Jurassic Park: Operation Genesis
- NBA Street Vol. 2
- Pro Beach Soccer
- SOCOM: US Navy Seals
Other:
- Creating The Shinobi Legend
- Silent Hill 3 "You're Not Here"

Dutch #24

UK Disc 34

OPS2M Demo 35

(P) SCED-51533

Contents:
Games:
- Alter Echo
- Gunfighter II
- Hitman 2: Silent Assassin
- Ico
- Jak & Daxter
- Ratchet & Clank
- Socom: US Navy Seals
- Twisted Metal: Black
- WWE Smackdown! Shut Your Mouth
Trailer:
- 2 Videos
Other:
- Tekken 4: The King of The Iron Fist Tournament

Dutch #25

Australia Disc 17

UK Disc 35

OPS2M Demo 36

(P) SCED-51534

Contents:
Games:
- Final Fantasy X
- Futurama
- Headhunter
- Mace Griffin Bounty Hunter
- Starsky & Hutch
- Tekken 4
- This is Football 2003
- Tiger Woods PGA Tour 2003
- Zone of the Enders
Trailer:
- Jak II: Renegade
- Kya
- Tony Hawk's Underground
- Tribes Aerial Assault
Other:
- EyeToy
- Online Gaming

Australia Disc 18

UK Disc 36

OPS2M Demo 37

(P) SCED-51537

Contents:
Games:
- Alter Echo
- Ape Escape 2
- Die Hard Vendetta
- Dynasty Warriors 3
- Metal Gear Solid 2
- Ratchet & Clank
- Return to Castle Wolfenstein
- Splashdown 2: Rides Gone Wild
- Splinter Cell
- The Great Escape
- WRC II Extreme
Trailer:
- Amplitude
- Jak II: Renegade
Other:
- How to EyeToy

Australia Disc 19

UK Disc 37

OPS2M Demo 38

(P) SCED-51531

Contents:
Trailer:
- Time Crisis 3
Other:
- The Making Of Amplitude
- The Making Of Medal Of Honor: Rising Sun Part 1

This disc was also used in the UK.

Games:
- Amplitude
- Chaos Legion
- Colin McRae Rally 4
- Finding Nemo
- Formula One 2003
- Freedom Fighters
- Metal Gear Solid 3 Snake Eater
- Perfect Ace
- Rugby 2004
- Soul Calibur 2
- Sphinx And The Shadow Of Set
- Summer Heat Beach Volleyball
- True Crime: Streets Of LA
- Warhammer 40K: Firewarrior
- Zone Of The Enders The 2nd Runner

Italy Disc 16

French #38

Dutch #26

Australia Disc 20

OPS2M Demo 39

(P) SCED-51540

Contents:

Trailer:
- *FIFA 2004*
- *Ghosthunter*
- *Hardware Online Arena*
- *Legacy of Kain: Defiance*
- *Whiplash*

Games:
- *Beyond Good & Evil*
- *Conflict: Desert Storm II*
- *Extreme Skate Adventure*
- *Freestyle Metal X*
- *Ironstorm: World War Zero*
- *Jak II: Renegade*
- *Judge Dredd: Dredd Vs Death*
- *My Street*
- *Prince of Persia: The Sands of Time*
- *Rolling*
- *The Italian Job: LA Heist (Curcuit)*
- *The Italian Job: LA Heist (Stunt)*

Other:
- *The Making Of Medal of Honor: Rising Sun Part 2*

UK Disc 39

French #39

Dutch #27

Australia Disc 20

OPS2M Demo 40

(P) SCED-51535

Contents:

Games:
- *Destruction Derby Arenas*
- *Dog's Life*
- *Freaky Flyers*
- *Ghosthunter*
- *Gladius*
- *James Bond 007: Everything or Nothing*
- *Need for Speed Underground*
- *Ratchet & Clank 2: Locked and Loaded*
- *Tiger Woods PGA Tour 2004*
- *Time Crisis 3*
- *Wallace & Gromit in Project Zoo*

Trailer:
- *Dog's Life*
- *Dragonball Z Budokai 2*
- *Everquest Online Adventures*
- *Forbidden Siren*
- *Kya: Dark Lineage*

Dutch #28

UK Disc 40

OPS2M Demo 41

(P) SCED-51536
(P) SCED-52185 (France)

Contents:
Games:
- Buffy the Vampire Slayer: Chaos Bleeds
- Dancing Stage Fever
- Jimmy Neutron Jet Fusion
- Kao the Kangaroo 2
- NHL Hitz Pro
- Pro Evolution Soccer 3
- Scooby-Doo! Mystery Mayhem
- Super Farm
- The Hulk
- The Simpsons Hit & Run
- Tom Clancy's Ghost Recon: Jungle Storm
Trailer:
- 5 Videos
Other:
- 2 Videos
Saves:
- 6 Saves

Dutch #29

Australia Disc 23

UK Disc 41

OPS2M Demo 42

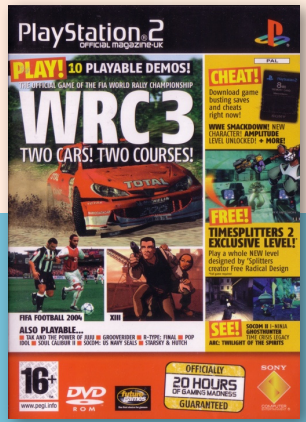
(P) SCED-51539

Contents:
Games:
- FIFA 2004
- Grooverider
- Pop Idol
- R-Type Final
- Socom: US Navy Seals
- Soul Calibur II
- Starsky & Hutch
- Tak and the Power of Juju
- WRC 3
- XIII
Trailer:
- 4 Videos
Other:
- Fun Anyone? Event
- Time Crisis Legacy
Saves:
- Amplitude
- Primal
- RTX Red Rock
- Star Wars: Clone Wars
- Timesplitters 2
- WWE Smackdown! Shut Your Mouth

Dutch #30

Australia Disc 24

UK Disc 42



OPS2M Demo 43

(P) SCED-52051

Contents:
Games:
- Arc: Twilight of the Spirits
- Castlevania
- Ford Racing 2
- I-Ninja
- Maximo Vs Army of Zin
- Metal Arms: Glitch in the System
- Rogue Ops
- SSX 3
- Worms 3D
Trailer:
- 7 Videos
Other:
- Jet Li in Rise to Honor interview
Saves:
- 7 Saves

Dutch #31

Australia Disc 25

UK Disc 43

OPS2M Demo 44

(P) SCED-52052
(P) SCED-52377 (France)

Contents:
Games:
- *007: Everything Or Nothing*
- *Crash Nitro Cart*
- *Downhill Domination*
- *Kill Switch*
- *Nightshade*
- *Rainbow Six 3*
- *Urban Freestyle Soccer*
- *Whiplash*

Trailer:
- *Dot Hack*
- *Driv3r*
- *The Hobbit*

Other:
- *The Making Of Forbidden Siren*

Saves:
- *Chaos Legion*
- *Lord Of The Rings: Return Of The King*
- *Medal Of Honor: Rising Sun*
- *SSX 3*
- *Timesplitters 2*

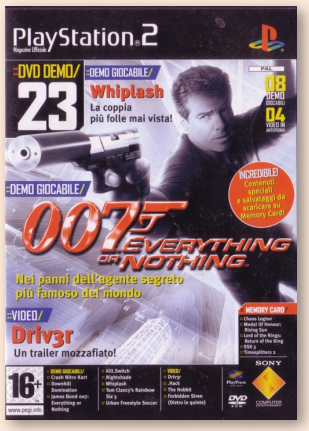
UK Disc 44

Australia Disc 26

Dutch #32

Germany 04/04

Italy Disc 23



OPS2M Demo 45

(P) SCED-52160
(P) SCED-52442 (France)

Contents:
Games:
- *Broken Sword: The Sleeping Dragon*
- *Final Fantasy X-2*
- *Firefighter FD:18*
- *Forbidden Siren*
- *Kya: Dark Lineage*
- *R: Racing Evolution*
- *Socom 2: US Navy Seals*
- *This is Football 2004*

Trailer:
- *4 Videos*

Saves:
- *Onimusha 2*
- *Ratchet & Clank*
- *Ratchet & Clank 2: Locked & Loaded*
- *The Getaway*

Dutch #33

Australia Disc 27

UK Disc 45

OPS2M Demo 46

(P) SCED-52161

Contents:
Games:
- Arc: Twilight Of The Spirits
- CY Girls
- Fight Night 2004
- MX Unleashed
- NFL Street
- Richard Burns Rally
- Rise To Honour
- Sonic Heroes
- Teenage Mutant Ninja Turtles
- Transformers
Trailer:
- Champions Of Norrath
- World Championship Rugby
Saves:
- Ace Combat: Distant Thunder
- Enter The Matrix
- Maximo vs Army Of Zin
- Moto GP3
- Silent Hill 3
- Splinter Cell
- XIII

UK Disc 46

Australia Disc 28

Dutch #34

Germany "Regular" 06/04

Germany "Uncut" 06/04

OPS2M Demo 47

(P) SCED-52162

Contents:
Games:
- Alias
- Champions Of Norrath
- Deadly Skies III
- Goblin Commander: Unleash The Horde
- Megaman X7
- Pool Paradise
- World War Zero: Ironstorm
Trailer:
- 9 Videos
Saves:
- Enter The Matrix
- Lord Of The Rings: The Return Of The King
- Maximo Vs Army Of Zin
- Medal Of Honor: Rising Sun
- Ratchet & Clank
- Splinter Cell
- SSX 3

Dutch #35

Italy Disc 26

UK Disc 47

OPS2M Demo 48

(P) SCED-52619

Contents:
Games:
- Athens 2004
- Mashed
- MTV Music Generator 3
- Serious Sam
- Syphon Filter: The Omage Strain
- This Is Football 2004
Trailer:
- 2 Videos
Saves:
- 007 Everything Or Nothing
- Beyond Good And Evil
- Silent Hill 3
- Star Wars The Clone Wars
- The Getaway
- True Crime: Streets Of LA

Dutch #36

French #48

Italy Disc 27

OPS2M Demo 49

(P) SCED-52728

The two disc labels look slightly different.

Contents:
Games:
- Formula One 04
- Hitman Contracts
- Mashed
- Smash Court Tennis Pro Tournament 2
- Splinter Cell Pandora Tomorrow
Trailer:
- Adiboo And The Energy Thieves
- Death By Degrees
- Killzone
- Ratchet & Clank 3
- Samurai Warriors
- Spiderman 2
- The Getaway

Australia Disc 31

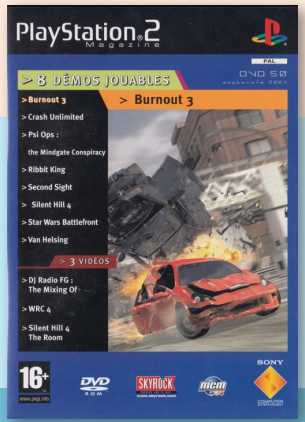
OPS2M Demo 50

(P) SCED-52785

Contents:
Games:
- Burnout 3
- Crash Unlimited
- Psi Ops The Mindgate Conspiracy
- Ribbit King
- Second Sight
- Silent Hill 4 The Room
- Star Wars Battlefront
- Van Helsing
Trailer:
- DJ Radio FG: The Mixing Of
- Silent Hill 4 The Room
- WRC 4

Dutch #37

French #50



OPS2M Demo 51/eur

(P) SCED-52786

Contents:
Games:
- Colin McRae Rally 2005
- Crisis Zone
- DJ: Decks & FX
- Ratchet & Clank: Up Your Arsenal
- Spyro: A Hero's Tail
Trailer:
- Crimson Sea 2
- Dynasty Warriors 4
- Ratchet & Clank: Up Your Arsenal
- Sly 2 Band Of Thieves
Other:
- EyeToy Chat
- The Making Of Killzone

Dutch #38

Italy Disc 29

OPS2M Demo 52

(P) SCED-52786

The Dutch sleeve is mislabeled as the 37th demo.

Contents:
Games:
- Jak II Renegade
- Killzone
- Obscure
- Pro Evolution Soccer 4
- Ratchet & Clank 2
- Rocky Legends
- Sly 2 Band Of Thieves
- TOCA Race Driver 2
- WRC 3
Trailer:
- Dancing Stage Fusion
- Gran Turismo 4
- Spyro: A Hero's Tail
Other:
- EyeToy Chat (v2)

Dutch #39

Australia Disc 34

OPS2M Demo 53

(P) SCED-52990

Contents:
Games:
- Adiboo And The Energy Thieves
- Jackie Chan Adventures
- Jak 3
- Need For Speed Underground 2
- Sega Superstars
- The Incredibles
- This Is Football 2005
- Tiger Woods PGA Tour 2005
- WRC 4
Trailer:
- Dancing Stage Fusion
- Gran Turismo 4
- Jak 3
- Spyro: A Her's Tail
- The Getaway Black Monday
Other:
- EyeToy Chat

Dutch #40

Italy Disc 32

OPS2M Demo 54

(P) SCED-52169

Press L1+L2+R1+R2 in the main menu to gain acess to Fren-zE in the comedown meny.

Contents:
Games:
- Dancing Stage Fusion
- EyeToy Play 2
- Forgotten Realms: Demon Stone
- Fren-zE
- Prince Of Persia 2
- The Getaway: Black Monday
Trailer:
- Area 51
- Brothers In Arms
- Devil May Cry 3
- Gran Turismo 4
- Midnight Club 3: Dub Edition
- SingStar Party
Other:
- EyeToy Chat
- Leagues (online gaming tables)
- Name The Game
- PES3 goals of the month
- PES4 goals of the month teaser
- Tony Hawk's Documentary Part 1
Saves:
- 007: Nightfire
- Beyond Good & Evil
- Enter The Matrix
- Final Fantasy X-2
- Hitman Contracts
- Lord Of The Rings: The Return Of The King
- Medal Of Honor Rising Sun
- Onimusha 2
- Primal
- Ratchet & Clank 2
- Return To Castle Wolfenstein
- Silent Hill 3
- Smackdown! Shut Your Mouth
- Splinter Cell Pandora Tomorrow
- SSX 3
- The Getaway
- The Mark Of Kri
- XIII

UK Disc 54

Dutch #41

OPS2M Germany 02-2005

(P) SCED-52120

Contents:
Games:
- Burnout 3
- Fren-zE
- Metal Slug 3
- Megaman X8
- Nanobreaker
- Pro Evolution Soccer 4
- Rumble Roses
- Splinter Cell: Pandora Tomorrow
- Van Helsing
- Tekken 4
- Sonic Heroes
- Serious Sam
- Second Sight
Trailer:
- Ghost In The Shell: Stand Alone Complex
- Metal Gear Solid 3: Snake Eater

Dutch #42

Germany 02/2005

OPS2M Demo 55

(P) SCED-52170

Contents:
Games:
- Burnout 3
- Fren-zE
- Killzone
- Mashed
- Mercenaries
- Pro Evolution Soccer 4
- Rumble Roses
- Splinter Cell: Pandora Tomorrow
Trailer:
- Ace Combat 5: Squadron Leader
- Destroy All Humans!
- Metal Gear Solid 3: Snake Eater
- Haunting Ground (Demento)
- Ghost In The Shell: Stand Alone Complex
Other:
- Making of Call Of Duty (sound)
- Leagues (online gaming tables)
- PES3 goals of the month
- PES4 goals of the month teaser
- Tony Hawk's Documentary Part 2
Sreenshots:
- Haunting Ground

Australia Disc 37

UK Disc 55

OPS2M Demo 56 uk

(P) SCED-53122
(P) SCED-53123 (Portugal?)

There are multiple errors in the game lists on the Australian cover. It seems they mixed up some of the contents with that of the identically titled French disc, SCED-53132.

Contents:
Games:
- *Ace Combat 5: Squadron Leader*
- *Athens 2004*
- *Metal Slug 3*
- *Moto GP 3*
- *Nanobreaker*
- *Prince Of Persia: Sands Of Time*
- *Timesplitters: Future Perfect*
- *Transformers*

Trailer:
- *Constantine*
- *Death By Degrees*
- *Enthusia*
- *Grand Theft Auto San Andreas*
- *Midway: Battlestations*
- *Monkey Mania*
- *Project: Snowblind Complex*

Other:
- *PES3 goals of the month: January*
- *PES4 goals of the month teaser*

Australia Disc 38

UK Disc 56

OPS2M Demo 56

(P) SCED-53132

Contents:
Games:
- *Ace Combat Squadron Leader*
- *Burnout 3*
- *Fren-Ze*
- *Killzone*
- *Mercenaries*
- *Metal Slug 3*
- *Nanobreaker*
- *Pro Evolution Soccer 4*
- *Rumble Roses*
- *Splinter Cell Pandora Tomorrow*
- *TimeSplitters Future Perfect*

Trailer:
- *Ace Combat Squadron Leader*
- *Ghost in the Shell Stand Alone Complex*
- *Metal Gear Solid 3: Snake Eater*

Dutch #43

OPS2M Demo 57

(P) SCED-53228

Contents:
Games:
- *Area 51*
- *Cold Winter*
- *Constantine*
- *Full Spectrum Warrior*
- *Megaman X8*
- *Metal Gear Solid 3 Snake Eater*
- *Ratchet & Clank 3*
- *WRC 4*

Trailer:
- *Brothers In Arms: Road To Hill 30*
- *Rainbow Six 4*
- *Stolen*
- *The Godfather*

Dutch #44

Italy Disc 37

Australia Disc 39

OPS2M Demo 58 euro

(P) SCED-53288

The multigame video is titled PSP First Line-Up.

Contents:
Games:
- Enthusia
- Fight Night Round 2
- Full Spectrum Warrior
- Jak 3
- Juiced
- Killzone
- Rugby 2005
- The Spongebob Squarepants Movie
Trailer:
- EyeToy Antigrav
Multivideo:
- Ape Academy
- Everybody's Golf
- Football (working title)
- Fired Up
- Medievil
- Ridge Racer
- Wipeout Pure
- WRC
Other:
- Ace Combat Squadron Leader The Making Of

Dutch #45

Italy Disc 38

OPS2M Demo 59 euro

(P) SCED-53289

Contents:
Games:
- CT Special Forces: Fire For Effect
- EyeToy Play 2
- FIFA Street
- Lego Star Wars
- Robots
- SingStar Pop
- SRS: Street Racing Syndicate
- Super Monkey Ball Deluxe
Trailer:
- Brave

Dutch #46

Italy Disc 39

Australia Disc 41

OPS2M Demo 60 euro

(P) SCED-53290

The Dutch sleeve is mislabeled as #46.

Contents:
Games:
- Brother In Arms: Road To Hill 30
- Burnout 3
- Destroy All Humans!
- Killzone
- Moto GP 3
- Prince Of Persia 2
- SingStar Pop
- Super Monkey Ball Deluxe
Trailer:
- Alien Hominid
- Beat Down
- LA Rush
- Resident Evil Outbreak File #2
- The Suffering: Ties That Bind

Dutch #47

Australia Disc 42

OPS2M Demo 61 euro

(P) SCED-53291

Contents:
Games:
- *Brave*
- *Demon Stone*
- *Final Fantasy X-2*
- *Pro Evolution Soccer 4*
- *Soul Calibur 2*
- *Formula One 2005*
- *Spyro: A Hero's Tail*
- *Tekken 5*
- *Worms 4 Mayhem*
- *Ys The Ark Of Napishtim*

Trailer:
- *50 Cent Bulletproof*
- *God Of War*
- *Lego Star Wars*
- *Mortal Kombat: Shaolin Monk*
- *Spartan: Total Warrior*
- *Stargate SG1: The Alliance*
- *Total Overdose*

Dutch #48

Italy Disc 41

Australia Disc 43

Demo 62

(P) SCED-53292

Contents:
Games:
- *Area 51*
- *Brothers In Arms: Road To Hill 30*
- *Destroy All Humans!*
- *Fight Night Round 2*
- *Formula One 2005*
- *God Of War*
- *Lego Star Wars*
- *Madagaskar*

Trailer:
- *7 Sins*
- *24 The Game*
- *Battlefield 2*
- *God Of War*
- *Pursuit Force*
- *Real World Golf*
- *Scarface*
- *Shadow The Hedgehog*
- *The Godfather*
- *The Incredible Hulk: Ultimate Destruction*

Australia Disc 44

Italy Disc 42

Demo 63

(P) SCED-53293

Contents:
Games:
- *187 Ride Or Die*
- *God Of War*
- *Juiced*
- *Metal Gear Solid 3: Snake Eater*
- *Musashi Samurai Legend*
- *Rugby 2005*
- *Tekken 5*
- *The Incredible Hulk: Ultimate Destruction*
- *Tiger Woods PGA Tour 2006*
- *TimeSplitters: Future Perfect*

Trailer:
- *Battlefield 2*
- *Burnout Revenge*
- *Call Of Cthulhu: Dark Corners Of The Earth*
- *Hitman Blood Money*
- *Onimusha Dawn Of Dreams*
- *Tomb Raider Legend*

Australia Disc 45

OPS2M Demo 64

(P) SCED-53167

Contents:

Games:
- *Burnout Revenge*
- *Conflict Global Terror*
- *Crash Tag Team Racing*
- *Everybody's Golf*
- *Fahrenheit*
- *Steel Lancer Arena International*
- *Wild Water Adrenaline*

Trailer:
- *America's Army: Rise Of A Soldier*
- *AND 1 Streetball*
- *Buzz*
- *City Of The Dead*
- *Heroes Of The Pacific*
- *King Kong*
- *Okami*
- *Prince Of Persia 3*
- *Stargate SG1: The Alliance*
- *Tom Clancy's Ghost Recon 3*

Other:
- *PES4 goal of the month*
- *Tony Hawk's American Wasteland*

Artwork & development:
- *AND 1 Streetball*
- *King Kong*
- *Prince Of Persia 3*
- *Stargate SG1: The Alliance*

Sreenshots:
- *Heroes Of The Pacific*
- *Tom Clancy's Ghost Recon 3*

Saves:
- *Call Of Duty: Finest Hour*
- *Final Fantasy X*
- *Gran Turismo 3*
- *Jak & Daxter*
- *Killzone*
- *Kingdom Hearts*
- *Need For Speed Underground*
- *Pro Evolution Soccer 4*
- *Spider-Man 2*

Dutch #49

UK Disc 64

Australia Disc 46

Demo 65

(P) SCED-53168

This seems to correspond to OPS2M Demo 65 as used in the UK.

Contents:

Games:
- *Beatdown: Fists Of Vengeance*
- *Brothers In Arms: Earned in Blood*
- *Darkwatch*
- *Delta Force: Black Hawk Down*
- *Need For Speed Most Wanted*
- *NHL 2006*
- *Pro Evolution Soccer 5*
- *Soul Calibur 3*
- *Tom Clancy's Rainbow Six Lockdown*
- *Wallace & Gromit The Curse Of The Were-Rabbit*
- *WRC Rally Evolved*

Australia Disc 47

Italy Disc 44

OPS2M Demo 66

(P) SCED-53169

This seems to correspond to OPS2M Demo 65 as used in the UK.

Contents:
Games:
- *Asterix & Obelix XXL2*
- *Dancing Stage Max*
- *Evil Dead Regeneration*
- *FIFA 2006*
- *Genji*
- *LA Rush*
- *King Kong*
- *Ratchet Gladiator*
- *Shrek Superslam*
- *Sly 3: Honour Among Thieves*
- *Spartan Total Warrior*
- *SpyToy*
- *The Sims 2*

Trailer:
- *Colosseum Road To Freedom*
- *EyeToy Play 3*
- *Hello Kitty Roller Rescue*
- *Jak X*
- *Pursuit Force (PSP)*

Dutch #50

Italy Disc 45

OPS2M Demo 67

(P) SCED-53170

Contents:
Games:
- *From Russia With Love*
- *The Incredibles: Rise Of The Underminer*
- *Jak X Racing*
- *The Matrix: The Path Of Neo*
- *SingStar 80's*
- *Without Warning*

Other:
- *LMA Manager 2006*

Trailer:
- *The Chronicles Of Narnia: The Lion, The Witch And The Wardrobe: Behind The Game*

Dutch #51

OPS2M Demo 68

(P) SCED-53171

Contents:
Games:
- *Battlefield 2 Modern Combat*
- *Pilot Down: Behind Enemy Lines*
- *The Chronicles Of Narnia*
- *TOCA Race Driver 3*
- *Urban Reign*

Trailer:
- *Twisted Metal (PSP)*

Other:
- *3D Face Digitisation Technology*
- *Sly Cooper And The Gang in: "Goodbye My Sweet"*
- *The Making Of Genji*

Dutch #52

Italy Disc 47

OPS2M Demo 69

(P) SCED-53978

Contents:
Games:
- 24: The Game
- Black
- Fahrenheit
- ICO
- Shadow Of The Colossus

Dutch #53

Dutch #53

OPS2M Demo 70

(P) SCED-54024

Contents:
Games:
- Castlevania: Curse Of Darkness
- Commandos: Strike Force
- Drakengard 2
- Driver: Parallel Lines
- The Sword Of Etheria
- We Love Katamari
Trailer:
- Key Of Heaven (PSP)
Other:
- Sly And The Gang in "Goodbye My Sweet" (part 2)

OPS2M Demo 71/uk

(P) SCED-54043

Contents:
Games:
- Dragon Quest: The Journey Of The Cursed King
- FIFA Street 2
- Fight Night Round 3
- Marc Ecko's Getting Up: Contents Under Pressure
- Rugby 06
- Suikoden Tactics
- Tomb Raider Legend
Trailer:
- 24: The Game

Dutch #53

OPS2M Demo 72/uk

(P) SCED-53168
(P) SCED-54044
(P) SCED-54144 (France)

This seems to correspond to OPS2M Demo 65 as used in the UK.

Contents:
Games:
- Beatdown: Fists Of Vengeance
- Brothers In Arms: Earned in Blood
- Darkwatch
- Delta Force: Black Hawk Down
- Need For Speed Most Wanted
- NHL 2006
- Pro Evolution Soccer 5
- Soul Calibur 3
- Tom Clancy's Rainbow Six Lockdown
- Wallace & Gromit The Curse Of The Were-Rabbit
- WRC Rally Evolved

Australia Disc 56

UK Disc 72

OPS2M Demo 73/benelux

(P) SCED-54176

Contents:
Games:
- Dragon Quest VIII
- FIFA Street 2
- Hitman Blood Money
- Micro Machines V4
- Outrun 2006: Coast 2 Coast
- Sensible Soccer
- Sonic Riders
- Super Monkey Ball Adventure
- Tomb Raider Legend
- Urban Chaos: Riot Response
Trailer:
- Ape Escape 3 (Mesal Gear Solid)
- SingStar Rocks!

Dutch #57

OPS2M Demo 74

(P) SCED-54046

Contents:
Games:
- Driver: Parallel Lines
- Earache Extreme Metal Racing
- EyeToy: Play Sports
- Fight Night Round 3
- Forbidden Siren 2
- Micro Machines V4
- Sensible Soccer
- SingStar Rocks!
- Tomb Raider Legend
Trailer:
- Suikoden V
- Tourist Trophy: The Real Riding Simulator

Dutch #58

OPS2M Demo 76/uk

(P) SCED-53168

Contents:
Games:
Playable
- B-Boy
- Black
- FIFA 06
- Forbidden Siren 2
- Formula One 2006
- LEGO Star Wars 2
- Metal Gear Solid 3: Snake Eater
- Shinobido
- SingStar Rocks!
- Yakuza
Saves:
- 007: Nightfire
- Amplitude
- Auto Modellista
- Beyond Good & Evil
- Chaos Legion
- Enter The Matrix
- Ford Racing 2
- Jak II
- Lord Of The Rings: Return Of The King
- Medal Of Honor: Rising Sun
- Metal Gear Solid 2
- Primal
- Return To Castle Wolfenstein
- Silent Hill 3
- Star Wars: Bounty Hunter
- Star Wars: The Clone Wars
- The Mark Of Kri
- TimeSplitters 2
- Zone Of The Enders: The 2nd Runner

Dutch #59

OPS2M Demo 77 uk/eur

(P) SCED-54049

Contents:
Games:
Playable
- Ace Combat: The Belkan War
- B-Boy
- Bionicle: Heroes
- EyeToy: Lemmings
- Formula One 06
- LEGO Star Wars II: The Original Trilogy
- Need For Speed Carbon
- ProStroke Golf
- Yakuza
Trailer:
- Kingdom Hearts 2
- Rogue Galaxy
Saves:
- 007: Nightfire
- Amplitude
- Auto Modellista
- Beyond Good & Evil
- Chaos Legion
- Enter The Matrix
- Ford Racing 2
- Jak II
- Lord Of The Rings: Return Of The King
- Medal Of Honor: Rising Sun
- Metal Gear Solid 2
- Primal
- Return To Castle Wolfenstein
- Silent Hill 3
- Star Wars: Bounty Hunter
- Star Wars: The Clone Wars
- The Mark Of Kri
- TimeSplitters 2
- Zone Of The Enders: The 2nd Runner

Dutch #60

OPS2M Demo 79 uk/eur

(P) SCED-54049

Contents:
Games:
- *Bionicle Heroes*
- *Buzz! Junior Jungle Party*
- *Destroy All Humans! 2*
- *FIFA 07*
- *LEGO Star Wars*
- *LEGO Star Wars II*
- *LMA Manager 2007*
- *Made Man*
- *Pro Evolution Soccer 6*

Saves:
- *007: Nightfire*
- *Amplitude*
- *Auto Modellista*
- *Beyond Good & Evil*
- *Chaos Legion*
- *Enter The Matrix*
- *Ford Racing 2*
- *Jak II*
- *Lord Of The Rings: Return Of The King*
- *Medal Of Honor: Rising Sun*
- *Metal Gear Solid 2*
- *Primal*
- *Return To Castle Wolfenstein*
- *Silent Hill 3*
- *Star Wars: Bounty Hunter*
- *Star Wars: The Clone Wars*
- *The Mark Of Kri*
- *TimeSplitters 2*
- *Zone Of The Enders: The 2nd Runner*

Dutch #61

OPS2M Demo 80

(P) SCED-54405

Contents:
Games:
- *Eragon*
- *Final Fantasy X-2*
- *LMA Manager 2007*
- *Pro Evolution Soccer 6*
- *Silent Hill 3*
- *Virtua Fighter 4*

Trailer:
- *EyeToy Combat*
- *EyeToy Play Sports*

Saves:
- *18 Saves*

Dutch #82

Italy Disc 80

UK Disc 80

OPS2M Demo 81 uk/eur

(P) SCED-54406

Contents:
Games:
- *Arthur & The Invisibles*
- *Black*
- *Dragon Quest VIII*
- *FIFA 2007*
- *Final Night Round 3*
- *Jak 3*
- *Okami*
- *Outrun 2006: Coast 2 Coast*
- *TOCA Race Driver 3*
- *Tomb Raider Legend*
- *We Love Katamari*

Trailer:
- *Dirge Of Ceberus: Final Fantasy VII*

Saves:
- *007: Nightfire*
- *Amplitude*
- *Auto Modellista*
- *Beyond Good & Evil*
- *Chaos Legion*
- *Ford Racing 2*
- *Enter The Matrix*
- *Jak II*
- *Lord Of The Rings: Return Of The King*
- *Medal Of Honor: Rising Sun*
- *Metal Gear Solid 2*
- *Primal*
- *Return To Castle Wolfenstein*
- *Silent Hill 3*
- *Star Wars: Bounty Hunter*
- *Star Wars: Clone Wars*
- *The Mark Of Kri*
- *Time Splitters 2*
- *Zone Of The Enders: The 2nd Runner*

Dutch #63

OPS2M Demo 82 uk/eur

(P) SCED-54407

Contents:
Games:
- *EyeToy Play Sports*
- *FIFA 2007*
- *FIFA Street 2*
- *Fight Night Round 3*
- *Okami*
- *Pro Evolution Soccer 6*
- *Rugby 06*
- *SingStar Rocks!*
- *Sonic Riders*
- *Suikoden Tactics*
- *Tomb Raider Legend*

Saves:
- *007: Nightfire*
- *Amplitude*
- *Auto Modellista*
- *Beyond Good & Evil*
- *Chaos Legion*
- *Enter The Matrix*
- *Ford Racing 2*
- *Jak II*
- *Lord Of The Rings: Return Of The King*
- *Medal Of Honor: Rising Sun*
- *Metal Gear Solid 2*
- *Primal*
- *Return To Castle Wolfenstein*
- *Silent Hill 3*
- *Star Wars: Bounty Hunter*
- *Star Wars: The Clone Wars*
- *The Mark Of Kri*
- *TimeSplitters 2*
- *Zone Of The Enders: The 2nd Runner*

Dutch #64

Dutch #65

OPS2M Demo 83 uk/eur

(P) SCED-54408

Contents:
Games:
- *Dancing Stage Fusion*
- *Ferrari F355 Challenge*
- *Formula One 04*
- *Heatseeker*
- *Juiced*
- *Kill Switch*
- *Need For Speed: Hot Pursuit 2*
- *Rocky Legends*
- *Stuntman*
- *The Simpsons: Hit & Run*
- *WRC 4*
- *Zone Of The Enders: The 2nd Runner*

Trailer:
- *Brian Lara's International Cricket 2007*

Dutch #66

OPS2M Demo 71/uk

(P) SCED-54409

Contents:
Games:
- *Brian Lara's International Cricket 2007*
- *Castlevania: Curse Of Darkness*
- *Everybody's Tennis*
- *God Of War*
- *ICO*
- *Mashed*
- *Maximo Vs. Army Of Zin*
- *Rise To Honour*
- *Soul Calibur 3*
- *Virtua Fighter 4*

Dutch #67

OPS2M Demo 85 uk/eur

(P) SCED-54410

Contents:
Games:
- *Alias*
- *Beyond Good & Evil*
- *Buffy The Vampire Slayer: Chaos Bleeds*
- *Cy Girls*
- *God Of War 2*
- *Mercenaries*
- *Primal*
- *Tomb Raider Legend*
- *Transformers*
- *UEFA Championship League 2006-2007*

Trailer:
- *Final Fantasy XII*

OPS2M Demo 87 uk/eur

(P) SCED-54412

Contents:
Games:
- *Buzz! Junior: Jungle Party*
- *Destroy All Humans! 2*
- *Dog's Life*
- *Ford Racing 2*
- *Ghost Recon: Jungle Storm*
- *God Of War II*
- *Hitman 2 Silent Assassin*
- *Lumines Plus*
- *Metal Gear Solid 3: Snake Eater*
- *Obscure II*
- *Reign Of Fire*
- *War Of The Monsters*

Dutch #68

Dutch #71

OPS2M Demo 91 uk/eur

(P) SCED-54416

Contents:
Games:
- *Amplitude*
- *Beyond Good & Evil*
- *Crash Of The Titans*
- *Freedom Fighters*
- *Killzone*
- *Rez*
- *Stuntman Ignition*
- *The Simpsons: Hit & Run*
- *Tomb Raider Anniversary*
- *Wallace & Gromit*

OPS2M Demo 88 uk/eur

(P) SCED-54413

Contents:
Games:
- *Broken Sword 3: The Sleeping Dragon*
- *Ghosthunter*
- *King Of Clubs*
- *Micro Machines Odyssey*
- *Project Zero*
- *Sly Raccoon 2: Band Of Thieves*
- *Viewtiful Joe 2*
- *V-Rally 3*
- *World Rally Championship 4*
- *Worms 3D*

Dutch #69

Dutch #72

OPS2M Demo 92 uk/eur

(P) SCED-54417

Contents:
Games:
- *Destroy All Humans!*
- *FIFA 08*
- *Need For Speed: Most Wanted*
- *Pro Evolution Soccer 2008*
- *Ratchet & Clank 3*
- *Return To Castle Wolfenstein*
- *Soul Calibur 2*
- *Space Channel 5: Part 2*
- *Spider-Man: Friend Or Foe*
- *Tenchu: Wrath Of Heaven*
- *Whiplash*

OPS2M Demo 90

(P) SCED-54415

Contents:
Games:
- *Crash Nitro Cart*
- *Crash Of The Titans*
- *Moto GP3*
- *Project Eden*
- *Rogue Galaxy*
- *Shrek Superslam*
- *Spartan: Total Warrior*
- *Syphon Filter: The Omega Strain*
- *Tomb Raider Anniversary*
- *Yakuza*

Dutch #70

UK Disc 90

Dutch #73

OPS2M Demo 93 uk/eur

(P) SCED-54418

Contents:
Games:
- *Brian Lara Cricket 2007*
- *Everybody's Tennis*
- *FIFA 08*
- *God Of War II*
- *Harry Potter And The Order Of The Phoenix*
- *Heatseeker*
- *Okami*
- *PDC World Championship Darts 2008*
- *Rogue Galaxy*
- *Spider-Man Friend Or Foe*
- *Stuntman Ignition*
- *Tomb Raider Anniversary*

OPS2M Demo 94 eur

(P) SCED-55113

Contents:
Games:
- *Asterix At The Olympic Games*
- *Black*
- *Crash Of The Titans*
- *Harry Potter & The Order Of The Phoenix*
- *LEGO Star Wars 2*
- *Lumines Plus*
- *Metal Gear Solid 3: Snake Eater*
- *Need For Speed: Carbon*
- *Outrun 2006: Coast 2 Coast*
- *SingStar Rocks*
- *TimeSplitters: Future Perfect*

Dutch #74

Dutch #77

OPS2M Demo 98 eur

(P) SCED-55117

Contents:
Games:
- *Burnout Revenge*
- *Ferrari F355 Challenge*
- *Formula One 2006*
- *Juiced*
- *Mashed*
- *Micro Machines V4*
- *Moto GP 3*
- *Need For Speed: Carbon*
- *Outrun 2006: Coast 2 Coast*
- *Stuntman Ignition*
- *Toca Race Driver 3*
- *WRC Rally Evolved*

Other:
- *The Spiderwick Chronicles Chapter 2*
- *The Spiderwick Chronicles Chapter 3*

OPS2M Demo 95 eur

(P) SCED-55114

Contents:
Games:
- *24: The Game*
- *Brothers In Arms: Earned In Blood*
- *Dragon Quest VIII*
- *Harry Potter And The Order Of The Phoenix*
- *High School Musical*
- *Jak 3*
- *Prince Of Persia: The Sands Of Time*
- *Ratchet: Gladiator*
- *Rise To Honour*
- *SEGA Superstars*
- *Spyro: A Hero's Tail*

Dutch #75

Dutch #78

OPS2M Demo 99 eur

(P) SCED-55118

Contents:
Games:
- *24: The Game*
- *Black*
- *Brothers In Arms: Road To Hill 30*
- *Conflict Desert Storm*
- *Ghost Recon: Jungle Storm*
- *Killzone*
- *Medal Of Honor: Frontline*
- *Metal Slug 3*
- *Rainbow Six: Lockdown*
- *Return To Castle Wolfenstein*
- *Rez*
- *Second Sight*
- *TimeSplitters 2*

OPS2M Demo 96 eur

(P) SCED-55115

Contents:
Games:
- *Arthur And The Invisibles*
- *Bionicle Heroes*
- *From Russia With Love*
- *ICO*
- *Prince Of Persia: The Warrior Within*
- *Rocky Legends*
- *Shadow Of The Colossus*
- *Sonic Riders*
- *The Incredible Hulk*
- *The Incredibles*
- *Tomb Raider Anniversary*

Dutch #76

Dutch #79

OPS2M Demo 100 eur

(P) SCED-55119

Contents:
Games:
- *Burnout Revenge*
- *Final Fantasy X*
- *Metal Gear Solid 3 Snake Eater*
- *Okami*
- *Pro Evolution Soccer 2008*
- *Rogue Galaxy*
- *Shadow Of The Colossus*
- *TimeSplitters 2*
- *Tomb Raider Legend*

OPS2M Demo 101 eur

(P) SCED-55120

Contents:
Games:
- *Amplitude*
- *Area 51*
- *Beyond Good & Evil*
- *Broken Sword 3: The Sleeping Dragon*
- *Cold Winter*
- *Freedom Fighters*
- *Futurama*
- *Goblin Commander: Unleash The Horde*
- *Kill.Switch*
- *Mashed*
- *Maximo Vs. Army Of Zin*
- *Metal Slug 3*
- *R-Type Final*
- *Viewtiful Joe 2*
- *Virtua Fighter 4*
- *XIII*

Dutch #80

OPS2M Demo France

Most French OPS2M demos published in France were uniqe discs, although some were British. Even for the unique French discs, the disc titles are identical to the British disc titles, but the registration numbers and contents are different.

Several of the French discs were also used in Benelux and Italy. The ones used in Italy usually had different printed disc labels.

OPS2M Demo 12

(P) SCED-50543

Contents:
Games:
- *Portal Runner*
- *Soul Reaver 2*
- *Spy Hunter*
- *This Is Fotball 2002*

Trailer:
- *Airblade*
- *Baldur's Gate*
- *Dark Cloud*
- *Extreme G3*
- *Giants: Citizen Kabuto*
- *Hidden Invasion*
- *Jack & Daxter*
- *Metal Gear Solid 2 Sons Of Liberty*
- *Resident Evil Code Veronica X*
- *Silent Hill 2*
- *Top Gun*
- *Wipeout Fusion*

Other:
- *Akira: Manga Video (DVD trailer)*

French #10

OPS2M Demo 14

(P) SCED-50149

Contents:
Games:
- *Airblade*
- *Baldur's Gate 2: Dark Alliance*
- *Dark Cloud*
- *Silent Hill 2*
- *Tarzan Freeride*
- *Wipeout Fusion*
- *World Rally Championship*
- *WWF Smackdown! Just Bring It*

Trailer:
- *9 Videos*

Dutch #07

UK Disc 14

Italy Disc 14

OPS2M Demo 29

(P) SCED-51440

Contents:
Games:
- Ape Escape 2
- Eggo Mania
- FIFA 2003
- Formula One 2002
- Pro Evolution Soccer 2
- Rocky
Trailer:
- Devil May Cry 2
- LMA Manager 2003
- Midnight Club 2
- Primal
- Sly Raccoon
- Space Channel 5: Part 2
- The Mark Of Kri
- Tony Hawk's Pro Skater
- War Of The Monsters
Other:
- Kingdom Hearts Report

French #29

French #31

OPS2M Demo 31

(P) SCED-51556

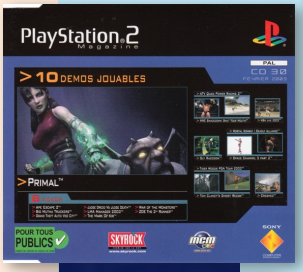
Contents:
Games:
- Dr. Muto
- Grand Prix Challenge
- Rayman 3 Hoodlum Havoc
- The Mark Of Kri
- Timesplitters 2
- Tom Clancy's Splinter Cell
- War Of The Monsters
- Wakeboarding Unleashed Featuring Shaun Murray
- Zapper
Trailer:
- Pride FC
- Rolling
- Shinobi
- Vexx: Revenge Is Unleashed
Other:
- Primal Behind The Scenes

OPS2M Demo 30

(P) SCED-51489

Contents:
Games:
- ATV Quad Power Racing 2
- Crashed
- Mortal Combat Deadly Alliance
- NBA Live 2003
- Primal
- Sly Raccoon
- Space Channel 5: Part 2
- Tiger Wood's PGA Tour 2003
- Tom Clancy's Ghost Recon
- WWE Smackdown: Shut Your Mouth!
Trailer:
- Ape Escape 2
- Big Mutha Truckers
- Grand Theft Auto Vice City
- Judge Dredd Vs Dudge Death
- LMA Manager 2003
- The Mark Of Kri
- War Of The Monsters
- Zone Of The Enders The 2nd Runner

French #30



French #32

OPS2M Demo 32

(P) SCED-51558

Contents:
Games:
- Ape Escape 2
- Dakar 2
- Mobile Suit Gundam Fed Vs Zeon
- Silent Hill 2
- Splinter Cell
- Spy Hunter
- Tenchu
- The Scorpion King
- Vexx
- Zone Of The Enders The 2nd Runner
Trailer:
- Broken Sword 3
- Def Jam Vendetta
- Devil May Cry 2
- GT Concept
- Shinobi
- World Championship Snooker
Other:
- Secrets Of War Of The Monsters

OPS2M Demo 33

(P) SCED-51559

Contents:
Games:
- Conflict Desert Storm
- Dynasty Warriors 3
- Evolution Skateboarding
- Herdy Gerdy
- Moto GP3
- Pride FC
- Primal
- Project Eden
- Shinobi
- WRC II Extreme (Challenge Demo)
Trailer:
- Evil Dead
- Resident Evil Online (Outbreak)
- SOCOM: US Navy Seals
- True Crime
Other:
- Who's The Boss (movie trailer)

French #33

French #35

OPS2M Demo 35

(P) SCED-51561

Contents:
Games:
- Gunfighter 2
- Hitman 2
- Ico
- Jak & Daxter
- Ratchet & Clank
- SOCOM: US Navy Seals
- Twisted Metal Black
- WWE Smackdown: Shut Your Mouth!
Trailer:
- Dark Chronicle
- SOCOM: US Navy Seals
- Twisted Metal Black: Online
Other:
- EyeToy Teaser
- PlayStation Beach Games
- Tekken 4 The King Of The Iron

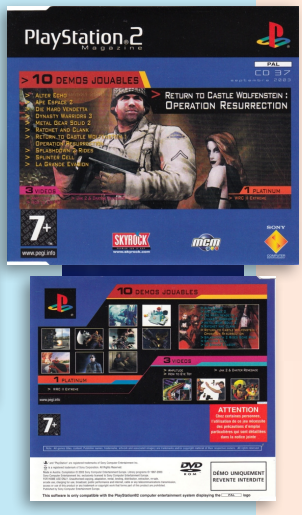
OPS2M Demo 34

(P) SCED-51560

Contents:
Games:
- Airblade
- Baldur's Gate
- Burnout 2 Point Of Impact
- Def Jam Vendetta
- Gunfighter 2
- Rygar
- Silent Hill 3
- Virtua Figther 4 Evo
- Wipeout Fusion
Trailer:
- Enter The Matrix
- Jurassic Park Operation Genesis
- NBA Street Vol. 2
- Pro Beach Soccer
- SOCOM: U.S. Navy Seals
Other:
- Silent Hill 3 "You're Not Here"
- Creating The Shinobi Legend

French #34

French #37



OPS2M Demo 37

(P) SCED-51563

Contents:
Games:
- Alter Echo
- Ape Escape 2
- Die Hard Vendetta
- Dynasty Warriors 3
- Metal Gear Solid 2
- Ratchet & Clank
- Return To Castle Wolfenstein
- Splashdown 2 Rides
- Splinter Cell
- The Great Escape
- WRC II Extreme
Trailer:
- Amplitude
- Jak & Daxter 2 Renegade
Other:
- How To EyeToy

OPS2M Demo 38

(P) SCED-51538

This disc was also used in the UK.

Contents:
Games:
- Amplitude
- Chaos Legion
- Colin McRae Rally 4
- Finding Nemo
- Formula One 2003
- Freedom Fighters
- Metal Gear Solid 3 Snake Eater
- Perfect Ace
- Rugby 2004
- Soul Calibur 2
- Sphinx And The Shadow Of Set
- Summer Heat Beach Volleyball
- True Crime: Streets Of LA
- Warhammer 40K: Firewarrior
- Zone Of The Enders The 2nd Runner
Trailer:
- Time Crisis 3
Other:
The Making Of Amplitude
- The Making Of Medal Of Honor: Rising Sun Part 1

Dutch #38

French #38

Italy Disc 16

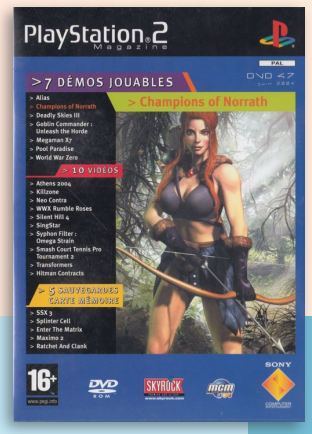
Italy Disc 38

OPS2M Demo 47

(P) SCED-52549

Contents:
Games:
- Alias
- Champions Of Norrath
- Deadly Skies III
- Goblin Commander: Unleash The Horde
- Megaman X7
- Pool Paradise
- World War Zero
Trailer:
- Athens 2004
- Hitman Contracts
- Killzone
- Neo Contra
- Silent Hill 4 The Room
- SingStar
- Smash Court Tennis Pro Tournament 2
- Syphon Filter: Omega Strain
- Transformers
- WWX Rumble Roses
Saves:
- Enter The Matrix
- Maximo Vs Army Of Zin
- Medal Of Honor: Rising Sun
- Ratchet & Clank
- Splinter Cell
- SSX 3
- The Lord Of The Rings Return Of The King

French #34



OPS2M Demo Germany

As the PS1 demos, the official German PS2 magazine demos were also unique to Germany, except for several of the early discs which were also used elsewhere in Europe. The demos came in white paper sleeves attached to the magazine. Slimline-case inserts, and later DVD-case inserts, could be cut out of the magazines.

OPS2M Demo 1

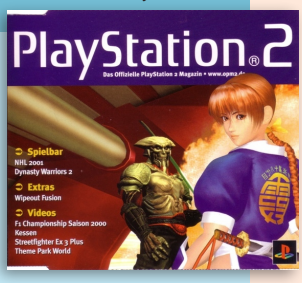
(P) SCED-50065

Contents:
Games:
- International Superstar Soccer
- Wild Wild Racing
Trailer:
- Dead Or Alive 2
- Gran Turismo 3
- Moto GP
- Ready 2 Rumble Boxing Round 2
- Tekken Tag Tournament
EA sports video:
- F1 Championship Season 2000
- FIFA 2001
- Knockout Kings 2001
- Madden 2001
- NBA Live
- NHL 2001
- Tiger Woods PGA Tour Golf

Germany 01/2001

UK Disc 01

Germany 02/2001



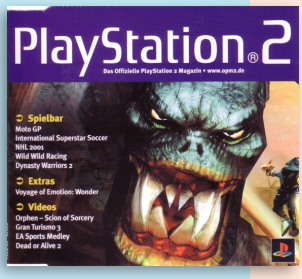
UK Disc 03

OPS2M Demo 2

(P) SCED-50066

Contents:
Games:
- Dynasty Warriors 2
- NHL 2001
Trailer:
- F1 Championship Season 2000
- Kessen
- Street Fighter EX 3
- Theme Park World
- Wipeout Fusion

Germany 03/2001



UK Disc 04

OPS2M Demo 3

(P) SCED-50067

Contents:
Games:
- Dynasty Warriors 2
- International Superstar Soccer
- Moto GP
- NHL 2001
- Wild Wild Racing
Trailer:
- Dead Or Alive 2
- Gran Turismo 3 A-spec
- Orphen
EA sports video:
- F1 Championship Season 2000
- FIFA 2001
- Knockout Kings 2001
- Madden 2001
- NBA Live
- NHL 2001
- Tiger Woods PGA Tour Golf
Other:
- Voyage of Emotion: Wonder (video featuring several games)

OPS2M Demo 05

(P) SCED-50140

Contents:
Games:
- Gran Turismo 3 A-spec
Trailer:
- F1 Championship Season 2000
- Knockout Kings
- Madden 2001
- Sky Odyssey
- Theme Park World

Germany 04/2001

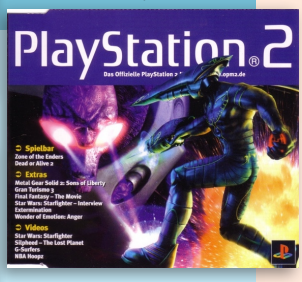
UK Disc 05

OPS2M Demo 06

(P) SCED-50141

Contents:
Games:
- Dead Or Alive 2
- Zone of the Enders
Trailer:
- Extermination
- G-Surfers
- Gran Turismo 3 A-spec
- Metal Gear Solid 2: Sons of Liberty
- NBA Hoopz
- Silpheed
- Starfighter
Other:
- Final Fantasy The Movie
- Star Wars Starfighter Production Interview
- Voyage of Emotion: Anger (video featuring several fighting games)

Germany 05/2001



UK Disc 06

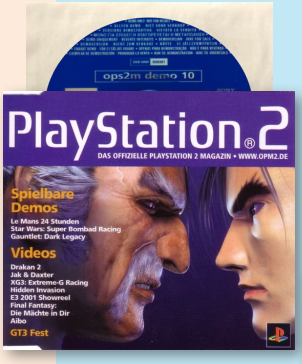
OPS2M Demo 10 deutsch

(P) SCED-50404 (de)
(P) SCED-50145 (eu)

The multivideo is an E3 2001 showreel.

Contents:
Games:
- Gauntles
- Le Mans 24 Hours
- Star Wars Super Bombad Racing
Trailer:
- Drakan
- Extreme G3: Extreme Racing
- Hidden Invasion
- Jak & Daxter The Precursor Legacy
Multivideo:
- Ace Combat 4
- Airblade
- ATV Offroad
- Dark Cloud
- Drakan
- Dropship
- Formula One 2001
- Gran Turismo 3
- Jak & Daxter The Precursor Legacy
- Klonoa 2
- This Is Football 2002
- Twisted Metal: Black
- Wipeout Fusion
- World Rally Championship
GT3 Fest:
- GT History
- Inside GT3
- Music of GT3
- Test your GT knowledge
- Twin Ring Motegi
Other:
- Aibo (Sony robotic pets)
- Final Fantasy: The Spirits Within

Germany 09/2001



OPS2M Demo 11

(P) SCED-50460

Contents:
Games:
Lotus Challenge
World Championship Snooker
Trailer:
Devil May Cry
ESPN X Games
Final Fantasy X
Metal Gear Solid 2: Sons of Liberty
MX 2002 feat. Ricky Carmichael
Spy Hunter
Time Crisis 2
Tony Hawk's Pro Skater 3

Germany 10/2001

OPS2M Demo 12

(P) SCED-50506

Contents:
Games:
- *Legacy of Kain: Soul Reaver 2*
- *MX Rider*
- *Portal Runner*
- *Spy Hunter*
- *This Is Football 2002*

Trailer:
- *Airblade*
- *Baldur's Gate: Dark Alliance*
- *Dark Cloud*
- *Giants*
- *Jak & Daxter The Precursor Legacy*
- *Silent Hill 2*
- *Top Gun*
- *Twisted Metal: Black*
- *Wipeout Fusion*

Germany 11/2001

Germany 01/2002

OPS2M Germany 2002/01

(P) SCED-50622

Contents:
Games:
- *Airblade*
- *Baldur's Gate: Dark Alliance*
- *Dark Cloud*
- *Tarzan Freeride*
- *Wipeout Fusion*
- *World Rally Championship*
- *WWF Smackdown 3*

Trailer:
- *Crash Bandicoot 5*
- *Devil May Cry*
- *FIFA 2002*
- *GTC Africa*
- *Jak & Daxter The Precursor Legacy*
- *Jetski Riders*
- *Parappa the Rapper 2*

Other:
- *Spirit of Rally (World Rally Championship)*

OPS2M Demo 13

(P) SCED-50594

Contents:
Games:
- *Driven*
- *Klonoa 2*
- *MX 2002*
- *NBA Street*
- *Rayman M*

Trailer:
- *Airblade*
- *Burnout*
- *Herdy Gerdy*
- *Legacy of Kain: Soul Reaver 2*
- *Splashdown*
- *This Is Football 2002*
- *Wipeout Fusion*
- *World Rally Championship*

Other:
- *I am the Wolfman (SCEE PS2 commercial)*

Germany 12/2001

Germany 02/2002

OPS2M Germany 2002/02

(P) SCED-50685

Contents:
Games:
- *Burnout*
- *ESPN X Skateboarding*
- *Extreme G3: Extreme G-Racing*
- *F1 2001*
- *G-Surfers*
- *GTC Africa*
- *Jak & Daxter The Precursor Legacy*
- *Lotus Challenge (new demo)*
- *Project Eden*
- *Wipeout Fusion (new demo)*

Trailer:
- *Ecco the Dolphin*
- *Rez*
- *Shadowman 2nd Coming*
- *SSX Tricky*
- *Supercar Street Challenge*

Other:
- *Final Fantasy: The Spirits Within*
- *PlayStation.com*

OPS2M Demo 16/ger

(P) SCED-50736

Contents:
Games:
- *Ace Combat 4*
- *Ecco the Dolphin*
- *FIFA 2002*
- *Headhunter*
- *Moto GP 2*
- *Pro Evolution Soccer*
- *Shaun Palmer's Pro Snowboarder*
- *Twisted Metal: Black*

Trailer:
- *Herdy Gerdy*
- *Maximo: Ghosts to Glory*
- *Legacy of Kain: Sould Reaver 2*
- *Metal Gear Solid 2: Sons of Liberty*
- *Moto GP 2*
- *Parappa The Rapper 2*
- *Vampire Night*

Other:
- *Aibo (Sony robotic pets)*

Germany 03/2002

Germany 05/2002

OPS2M Germany 2002/05

(P) SCED-50698

Contents:
Games:
- *Drakan 2*
- *Dynasty Warriors 2*
- *GoDai*
- *Half-Life*
- *Herdy Gerdy*
- *ICO*
- *Maximo: Ghosts to Glory*

Trailer:
- *Ace Combat 4*
- *Deus Ex*
- *ICO*
- *Final Fantasy Anthology (V-IX)*
- *Space Channel 5*
- *Stuntman*
- *Virtua Fighter 4*

OPS2M Germany 2002/04

(P) SCED-50697

Contents:
Games:
- *Crash Bandicoot 5*
- *Legacy of Kain: Soul Reaver 2*
- *Metal Gear Solid 2: Sons of Libert*
- *Parappa The Rapper 2*
- *Rez*

Trailer:
- *ICO*
- *Kessen II*
- *Mike Tyson Heavyweight Boxing*
- *Onimusha 2*
- *SSX Tricky*
- *TOCA Race Driver*

Trailer:
- *James Bond: Agent Under Fire Interview*

Germany 04/2002

Germany 06/2002

OPS2M Germany 2002/06

(P) SCED-50699

Contents:
Games:
- *Final Fantasy X*
- *Looney Tunes Space Race*
- *Mike Tyson Heavyweight Boxing*
- *Moto GP*
- *Rally Championship*
- *Taz Wanted*
- *Vampire Night*

Trailer:
- *Dark Summit*
- *Downforce*
- *Final Fantasy X*
- *Frequency*
- *Red Faction Shadow Hearts*
- *Star Wars Racer Revenge*
- *Star Wars Starfighter*
- *Virtua Fighter 4*
- *V-Rally 3*

Other:
- *Jak & Daxter The Precursor Legacy Report*

OPS2M Germany 2002/07

(P) SCED-50700

Contents:

Games:
- *Frequency*
- *Medal of Honor: Frontline*
- *Peter Pan*
- *Red Card*
- *Smash Court Tennis Pro Tournament*
- *Star Wars Jedi Starfighter*
- *Super Trucks*
- *This Is Football 2002*
- *Tiger Woods PGA Tour 2002*

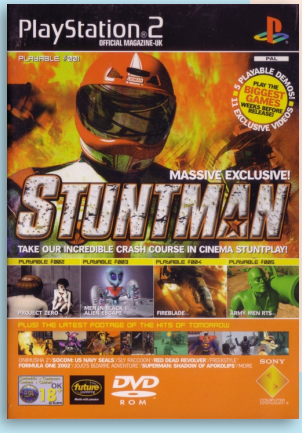
Trailer:
- *Auto Modellista*
- *Britney's Dance Beat*
- *FIFA World Cup 2002*
- *Pac Man World 2*
- *Spiderman*
- *Taz Wanted*
- *Turok Evolution*

Other:
- *Tomb Raider The Angel of Darkness*

Germany 07/2002

Germany 09/2002

UK Disc 23



OPS2M Demo 23/eur

(P) SCED-50745

Contents:

Games:
- *Army Men: Real Time Strategy*
- *Fireblade*
- *Men In Black 2*
- *Project Zero*
- *Stuntman*

Trailer:
- *Eve of Extinction*
- *Freekstyle*
- *Jojo's Bizarre Adventure*
- *Onimusha 2*
- *Red Dead Revolver*
- *Superman: Shadow of Apokolips*

E3 video:
- *Formula One 2002*
- *Sly Raccoon*
- *Socom U.S. Navy Seals*

Other:
- *Dinner at Chez Claude (SCEE commercial)*
- *WRC Season 2002*

OPS2M Germany 2002/08

(P) SCED-50701

Contents:

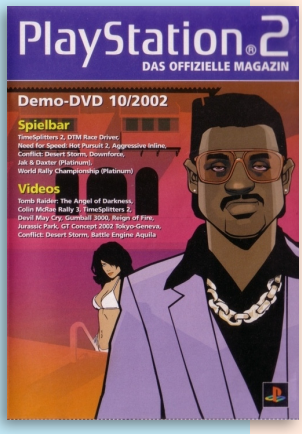
Games:
- *Britney's Dance Beat*
- *F1 2002*
- *FIFA World Cup 2002*
- *Gitaroo Man*
- *MTV Music Generator 2*
- *Stuntman*

Trailer:
- *Men in Black*
- *Premier Manager 2002*
- *TOCA Race Driver*
- *Turok Evolution*
- *V-Rally 3*

E3 video:
- *Ape Escape 2*
- *Stitch Experiment 626*
- *GT Concept 2002 Tokyo - Geneva*
- *Kingdom Hearts*
- *Ratchet & Clank*
- *Tekken 4*

Germany 08/2002

Germany 10/2002



OPS2M Demo ger 10/02

(P) SCED-51185

Contents:

Games:
- *Aggressive Inline*
- *Conflict: Desert Storm*
- *Downforce*
- *Hot Pursuit 2*
- *Jak & Daxter The Precursor Legacy*
- *Timesplitters 2*
- *TOCA Race Driver*
- *World Rally Championship*

Trailer:
- *Battle Engine Aquila*
- *Colin McRae Rally 3*
- *Conflict: Desert Storm*
- *Devil May Cry 2*
- *GT Concept 2002 Tokyo - Geneva*
- *Gumball 3000*
- *Jurassic Park*
- *Reign of Fire*
- *Tomb Raider The Angel of Darkness*

OPS2M Germany 2002/11 Demo

(P) SCED-51262

Contents:
Games:
- Colin McRae Rally 3
- Ninja Assault
- Red Faction II
- Stitch Experiment 626
- This Is Football 2003
- Timesplitters 2
Trailer:
- Ferrari F355 Challenge
- Metal Gear Solid 2: Substance
- Ratchet & Clank
- Terminator: Dawn of Fate
- Treasure Planet
- WWE Smackdown
Other:
- Making of Stuntman
- www.PlayStation.com

Germany 11/2002

Germany 01/2003

OPS2M Germany 2003/01

(P) SCED-51376

Contents:
Games:
- Battle Engine Aquila
- MX Superfly
- The Getaway
- Treasure Planet
- V-Rally 3
Trailer:
- Big Mutha Truckers
- Defender
- Nightfire
- Micro Machines
- Rayman 3
- Spyro: Enter The Dragonfly
- The Lord of the Rings: The Two Towers

OPS2M Germany 2002/12 Demo

(P) SCED-51319

Contents:
Games:
- Alpine Racer 3
- Burnout 2
- Ferrari F355 Challenge
- Hitman 2
- Micro Machines
- Ratchet & Clank
- Red Faction II
- Summoner 2
- Tekken 4
- V-Rally 3
- WRC II Extreme
Trailer:
- Bounty Hunter
- Total Immersion Racing
- Kingdom Hearts
- Primal
- Shox
- Star Wars The Clone Wars
- The Getaway
Other:
- Panic Room (film trailer)

Germany 12/2002

Germany 02/2003

OPS2M Germany 2003/02

(P) SCED-51432

Contents:
Games:
- Ape Escape 2
- Downforce
- Eggo Mania
- Formula One 2002
- Haven: Call of the King
- Pro Evolution Soccer 2
- Project Zero
- Reign of Fire
- Rocky
- Ty The Tasmanian Tiger
Trailer:
- BDFL Manager 2003
- Devil May Cry 2
- Midnight Club 2
- Primal
- Sly Raccoon
- Space Channel 5
- Tony Hawk's Pro Skater 4
- War of the Monsters
Other:
- Kingdom Hearts Production Report

OPS2M 2003/03

(P) SCED-51483

Contents:
Games:
- ATV Quad Power Racing 2
- Crashed
- Headhunter
- ICO
- NBA Live 2003
- Primal
- Sly Raccoon
- Space Channel 5 Part 2
- Tiger Woods PGA Tour 2003
- WWE Smackdown!
Trailer:
- Alpine Racer 3
- Ape Escape 2
- Grand Theft Auto: Vice City
- Judge Dredd vs. Judge Death
- War of the Monsters
- Zone of the Enders 2

Germany 03/2003

Germany 05/2003

OPS2M Germany 2003/05

(P) SCED-51567

Contents:
Games:
- Baldur's Gate: Dark Alliance
- Dark Cloud
- Dakar 2
- Fireblade
- Legacy of Kain: Soul Reaver 2
- Mobile Suit Gundam: Federation vs. Zion
- Scorpion King
- Vexx
- WRC II Extreme
- Zone of the Enders
Trailer:
- Broken Sword: The Sleeping Dragon
- Def Jam Vendetta
- Devil May Cry 2
- Shinobi
Other:
- Secrets of War of the Monsters

OPS2M Germany 2003/04

(P) SCED-51566

Contents:
Games:
- Battle Engine Aquila
- Dr. Muto
- Grand Prix Challenge
- Rayman 3
- Red Card Soccer
- Ghost Recon
- Splinter Cell
- Wakeboarding Unleashed
- War of the Monsters
- Zapper
Trailer:
- Pride FC
- Rolling
- Shinobi
- Vexx
Other:
- Primal Behind the Scenes

Germany 04/2003

Germany 06/2003

OPS2M Germany 2003/06

(P) SCED-51568

Contents:
Games:
- Dynasty Warriors 3
- Evolution Skateboarding
- Herdy Gerdy
- Moto GP 3
- Pride FC
- Primal
- Project Eden
- Rally Championship
- Shinobi
- WRC II Extreme
Trailer:
- Evil Dead
- Resident Evil Outbreak
- True Crime
Other:
- Tekken 4 The King of Iron Fist Tournament (Berlin)

OPS2M Germany 2003/07

(P) SCED-51569

Contents:
Games:
- Airblade
- Baldur's Gate
- Burnout 2
- Def Jam Vendetta
- Rygar
- Silent Hill 3
- Virtua Fighter 4
- Wipeout Fusion
Trailer:
- Enter The Matrix
- Jurassic Park
- NBA Street Vol. 2
- Pro Beach Soccer
Other:
- Creating the Shinobi Legend
- Silent Hill 3 "You're Not Here"

Germany 07/2003

Germany 09/2003

OPS2M Germany 2003/09

(P) SCED-51571

Contents:
Games:
- Final Fantasy X
- Futurame
- Mace Griffin Bounty Hunter
- Ratchet & Clank
- Rayman Multiplayer
- Starsky & Hutch
- Tekken 4
- This Is Football 2003
- Tiger Woods PGA Tour 2003
Trailer:
- Jak II: Renegade
- Kya
- Tony Hawk's Underground
- Tribes Aerial Assault
Other:
- Eyetoy Teaser
- Online Gaming
(features several games)

OPS2M Germany 2003/08

(P) SCED-51570

Contents:
Games:
- Ace Combat 4
- Aggressive Inline
- Battle Engine Aquila
- Ferrari F355 Challenge
- GTC Africa
- Maximo: Ghosts to Glory
- Mike Tyson Heavyweight Boxing
- Need For Speed Hot Pursuit 2
- Pro Evolution Soccer 2
- Summoner 2
- Twisted Metal: Black
- WRC II Extreme
Other:
- Eyetoy Teaser

Germany 08/2003

Germany 10/2003

OPS2M Germany 2003/10

(P) SCED-51572

Contents:
Games:
- Colin McRae Rally 4
- Finding Nemo
- Formula One 2003
- Jak II: Renegade
- Sly Raccoon
- Splashdown 2
- Summer Heat Beach Volleyball
- The Great Escape
- WRC II Extreme
- Zone of the Enders: The 2nd Runner
Trailer:
- Amplitude
- Jak II: Renegade

OPS2M Germany 2003/11

(P) SCED-51573

Contents:
Games:
- Alter Echo
- Amplitude
- Chaos Legion
- Eggo Mania
- Gitaroo Man
- Perfect Ace
- Reign of Fire
- Rugby 2004
- Sly Racoon
- Soul Calibur 2
- Sphinx and the Shadow of Set
- Tiger Woods PGA Tour 2004
Trailer:
- Metal Gear Solid 3
Other:
- Making Amplitude

Germany 11/2003

OPS2M Uncut Edition 11/03

(P) SCED-51935

Contents:
Games:
- Alter Echo
- Die Hard Vendetta
- Chaos Legion
- Freedom Fighters
- Gunfighter 2
- Perfect Ace
- Soul Calibur 2
- Socom: U.S. Navy Seals
- Sphinx and the Shadow of Set
- Tiger Woods PGA Tour 2004
- True Crime: Streets of LA
Trailer:
- Alter Echo (after demo)
- Metal Gear Solid 3
- Time Crisis 3
Other:
- Making Medal of Honor: Rising Sun Part 1

Germany 11/2003

OPS2M Germany 2003/12

(P) SCED-52037

Contents:
Games:
- Beyond Good & Evil
- Extreme Skate Adventure
- Freestyle Metal X
- My Street
- Need For Speed Underground
- Prince of Persia: The Sands of Time
- Rolling
- The Italian Job (Stunt, Circuit)
Trailer:
- FIFA 2004
- Hardware: Online Arena
- Legacy of Kain: Defiance
- Whiplash
Other:
- Ghosthunter (Paranormal Report)
- Making Medal of Honor: Rising Sun Part 2

Germany 12/2003

OPS2M Germany 2003/13

(P) SCED-51575

Contents:
Games:
- 007 Everything or Nothing
- Destruction Derby Arenas
- Dog's Life
- Freaky Flyers
- Ghosthunter
- Gladius
- Judge Dredd vs. Judge Death
- Ratchet & Clank 2
- Wallace & Gromit in Project Zoo
Trailer:
- Dog's Life
- Dragon Ball Z
- Everquest Online Adventures
- Kya
- Forbidden Siren

Germany 13/2003

OPS2M Demo Germany 01/04

(P) SCED-52068

Contents:
Games:
- Buffy the Vampire Slayer
- Dancing Stage Fever
- Kao the Kangaroo Round 2
- NHL Hitz Pro
- Pro Evolution Soccer 3
- Scooby-Doo
- Super Farm
- Jimmy Neutron
- The Hulk
- The Simpsons Hit & Run
Trailer:
- Destruction Derby Arenas
- Dynasty Warriors 4
- Jak II Renegade
- Mission: Impossible Operation Surma
- Urban Freestyle
Other:
- Making of Ghosthunter
- Making of Jak II Renegade
Saves:
- Auto Modellista
- Enter the Matrix
- Metal Gear Solid 2: Sons of Liberty
- Silent Hill 3
- Star Wars Bounty Hunter
- Zone of the Enders 2

Germany 01/2004

OPS2M Uncut Edition 01/04

(P) SCED-52081

Contents:
Games:
- Buffy the Vampire Slayer
- Dancing Stage Fever
- Ghost Recon: Jungle Storm
- Kao the Kangaroo Round 2
- NHL Hitz Pro
- Pro Evolution Soccer 3
- Scooby-Doo
- Super Farm
- Jimmy Neutron
- The Hulk
- The Simpsons Hit & Run
Trailer:
- Destruction Derby Arenas
- Dynasty Warriors 4
- Jak II Renegade
- Mission: Impossible Operation Surma
- Urban Freestyle
Other:
- Making of Ghosthunter
- Making of Jak II Renegade
Saves:
- Auto Modellista
- Enter the Matrix
- Metal Gear Solid 2: Sons of Liberty
- Silent Hill 3
- Star Wars Bounty Hunter
- Zone of the Enders 2

Germany 01/2004

OPS2M Demo Germany 02/04

(P) SCED-52069

Contents:
Games:
- Castlevania
- Def Jam Vendetta
- Deutschland sucht den Superstar
- FIFA Football 2004
- Grooverider
- R-Type Final
- Soul Calibur 2
- Splashdown 2
- Starsky & Hutch
- Tak and the Power of Juju
- World Rally Championship 3
Trailer:
- Arc: Twilight of the Spirits
- Ghosthunter
- I-Ninja
Other:
- Fun Anyone Event Video (features several games)
Saves:
- Amplitude
- Primal
- WWE Smackdown!
- Timesplitters 2

Germany 02/2004

OPS2M Regular Edition 03/04

(P) SCED-52083

Contents:
Games:
- *Arc: Twilight of the Spirits*
- *Ford Racing 2*
- *I-Ninja*
- *Maximo vs. The Army of Zin*
- *Metal Arms*
- *Rogue Ops*
- *Rygar*
- *SSX 3*
- *Worms 3D*

Trailer:
- *Alias*
- *Forbidden Siren*
- *Kill-Switch*
- *NBA Jam*
- *Rise to Honor*
- *SWAT Global Strike Team*
- *The Hulk*
- *World Rally Championship 3*

Saves:
- *Beyond Good & Evil*
- *Chaos Legion*
- *Ford Racing 2*
- *Jak II Renegade*

Regular Edition 03/04

Uncut Edition 03/04

OPS2M Demo Germany 2004/05

(P) SCED-52085

Contents:
Games:
- *Broken Sword 3*
- *Final Fantasy X-2*
- *Firefighter F.D. 18*
- *Forbidden Siren*
- *Kya: Dark Lineage*
- *R: Racing*
- *Socom II: U.S. Navy Seals*
- *This Is Football 2004*

Trailer:
- *Driv3r*
- *Socom II: U.S. Navy Seals*
- *Syphon Filter: Omega Strain*
- *Transformers*

Saves:
- *Onimusha 2*
- *Ratchet & Clank*
- *Ratchet & Clank 2*
- *The Getaway*

Germany 2004/05

Uncut Edition 2004/05

OPS2 Regular Edition 07/04

(P) SCED-52087

Contents:
Games:
- *Alias*
- *Champions Of Norrath*
- *Dark Cloud*
- *Deadly Skies III*
- *Downforce*
- *Finding Nemo*
- *Goblin Commander*
- *Megaman X7*
- *Pool Paradise*
- *Treasure Planet*
- *Virtua Fighter 4*

Trailer:
- *Athens 2004*
- *Killzone*
- *Neo Contra*
- *Rumble Roses*
- *Singstar*
- *Smash Court Tennis Pro Tournament 2*
- *Syphon Filter 3: The Omega Strain*
- *Transformers*

Saves:
- *Enter The Matrix*
- *Maximo vs Army Of Zin*
- *Ratchet & Clank*
- *Splinter Cell*
- *SSX 3*

Germany 2004/07

OPS2M Regular Edition 08/04

(P) SCED-52088

Contents:
Games:
- Athens 2004
- Grand Prix Challenge
- Mashed
- Moto GP 3
- MTV Music Generator 3
- Serious Sam: Next Encounter
- Syphon Filter 3: The Omega Strain
- This Is Football 2004
- Tiger Woods PGA Tour 2004
- Vexx
Trailer:
- Jak 3
- Sly Raccoon 2: Band Of Thieves
Saves:
- 007: Everything Or Nothing
- Beyond Good & Evil
- Silent Hill 3
- Star Wars: The Clone Wars
- The Getaway
- True Crime: Streets of LA

Regular Edition 08/04

Uncut Edition 08/04

OPS2M Demo Germay 09/04

(P) SCED-52076

The cover mentions an uncut variant with a Killzone trailer, which has not yet been found.

Contents:
Games:
- Amplitude
- Castlevania
- F1 2004
- Mashed
- The Italian Job
- The Simpsons Hit & Run
- Smash Court Tennis Pro Tournament 2
- Splinter Cell: Pandora Tomorrow
- War Of The Monsters
Trailer:
- Adiboo And The Energy Thieves
- Ratchet & Clank 3
- Samurai Warriors

Germany 2004/09

OPS2M Regular Edition 10/04

(P) SCED-52090

Contents:
Games:
- Burnout 3
- Colin McRae Rally 4
- Crash Bandicoot Unlimited
- Freestyle Metal X
- Futurama
- Ghosthunter
- Ratchet & Clank 2
- Ribbit King
- Second Sight
- Star Wars: Battlefront
- Van Helsing
Trailer:
- DJ Decks & FX
- Jackie Chan Adventures
- Silent Hill 4 The Room
- WRC 4

Germany 2004/10

OPS2M Edition 11/04

(P) SCED-52091

Contents:
Games:
- Colin McRae Rally 2005
- DJ: Decks & FX
- Ratchet & Clank 3
- Spyro: A Hero's Tail
- FIFA Football 2004
- Need For Speed Underground 2
- Transformers
- Teenage Mutant Ninja Turtles
Trailer:
- Crimson Sea 2
- Dynasty Warriors 4: Empires
- Ratchet & Clank 3
- Sly Raccoon 2 Band Of Thieves
Other:
- EyeToy Chat

Germany 2004/11

OPS2M Edition 12/04

(P) SCED-52092

Contents:
Games:
- Def Jam Vendetta
- DTM Race Driver 2
- Jak & Daxter 2
- Obscure
- Pro Evolution Soccer 4
- Ratchet & Clank 2
- Rocky Legends
- Silent Hill 3
- Sly 2: Band of Thieves
- WRC 3
Trailer:
- Dancing Stage Fusion
- Gran Turismo 4
- Spyro: A Hero's Tail
Other:
- EyeToy Chat

Germany 2004/12

Uncut Edition 2004/12

OPS2M Germany 2004/13

(P) SCED-52080

Contents:
Games:
- Adiboo & The Energy Thieves
- Jackie Chan Adventure
- Jak 3
- Need For Speed Underground 2
- Sega Superstars
- The Incredibles
- This Is Football 2005
- Tiger Woods PGA Tour 2005
- World Rally Championship 4
Trailer:
- Jak 3
Other:
- EyeToy Chat

Germany 2004/13

OPS2M Germany 01/2005

(P) SCED-53056

Press L1+L2+R1+R2 in the main menu to gain access to Fren-zE in the Bonus menu

Contents:
Games:
- Dancing Stage Fusion
- EyeToy Play 2
- Forbidden Reals: Demon Stone
- Fren-zE
- ICO
- Kill Switch
- Prince Of Persia 2
- Reign Of Fire
- Space Channel 5 Part 2
- The Getaway: Black Monday
- Virtua Fighter 4 Evolution
- Wakeboarding Unleashed
Trailer:
- Ace Combat: Squadron Leader
- Adiboo & The Energy Thieves
- Jak 3
- Spyro: A Hero's Tail
Other:
- EyeToy Chat

Germany 01/2005

Germany 04/2005

OPS2M Germany 2005/04

(P) SCED-53206

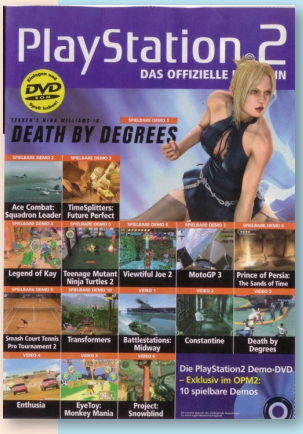
Contents:
Games:
- AntiGrav (EyeToy)
- Area 51
- Constantine
- Ghost Hunter
- Goblin Commander: Unleash The Horde
- King Of Fighters: Maximum Impact
- Metal Gear Solid 3: Snake Eater
- Ratchet & Clank 3
- R: Racing
- Teenage Mutant Ninja Turtles 2
- World Rally Championship 4
- Zone Of The Enders: The 2nd Runner
Trailer:
- Stolen
- The Godfather

OPS2M Germany 2005/03

(P) SCED-53159

Contents:
Games:
- Ace Combat: Squadron Leader
- Death By Degrees
- Legend Of Kay
- Moto GP 3
- Prince Of Persia: Sands Of Time
- Smash Court Tennis Pro Tournament 2
- Teenage Mutant Ninja Turtles 2
- Timesplitters Future Perfect
- Transformers
- Viewtiful Joe 2
Trailer:
- Battlestations Midway
- Constantine
- Death By Degrees
- Enthusia
- Monkey Mania
- Project: Snowblind

Germany 03/2005



Germany 05/2005

OPS2M Germany 2005/05

(P) SCED-53207

Contents:
Games:
- Enthusia
- Fight Night Round 2
- Full Spectrum Warrior
- Jak 3
- Juiced
- The Spongebob Squarepants Movie
- Rugby 2005
Trailer:
- AntiGrav (EyeToy)
Multivideo:
- Ape Academy
- Everybody's Golf
- Fired Up
- Football (working title)
- Medievil
- Ridge Racer
- Wipeout Pure
- WRC: FIA World Rally Championship
Other:
- PSP First Line Up (multivideo)
- The Making Of Ace Combat 5: Squadron Leader (The Unsung War)

OPS2M Germany 2005/06

(P) SCED-53208

Contents:
Games:
- EyeToy Play 2
- FIFA Street
- Lego Star Wars
- Robots
- SRS: Street Racing Syndicate
- Super Monkey Ball Deluxe
- Singstar Pop
Trailer:
- Brave

Germany 06/2005

Germany 08/2005

OPS2M Germany 2005/08

(P) SCED-53210

Contents:
Games:
- Ace Combat 5: Squadron Leader
- Brave
- Champions Of Norrath
- Final Fantasy X-2
- Forgotten Realms: Demon Stone
- Formula One 2005
- Pro Evolution Soccer 4
- Soul Calibur 2
- Spyro: A Hero's Tail
- Star Wars: Battlefront
- Tekken 5
- Worms 4: Mayhem
- Ys: Ark Of Napishtim
Trailer:
- Lego Star Wars
- Spartan Total Warrior
- Stargate SG1: The Alliance
- Total Overdose

OPS2M Germany 2005/07

(P) SCED-53209

Contents:
Games:
- Athens 2004
- Burnout 3
- Destroy All Humans
- Jak 3
- Moto GP 3
- Pro Evolution Soccer 4
- Singstar Pop
- Sly 2: Band Of Thieves
- Super Monkey Ball Deluxe
- Tekken 5
Trailer:
- Alien Hominid
- BeatDown
- LA Rush
- Resident Evil Outbreak File #2
- The Suffering Ties That Bind

Germany 07/2005

Germany 09/2005

OPS2M Germany 2005/09

(P) SCED-53211

Contents:
Games:
- 187 Ride Or Die
- Crash Tag Team Racing
- Destroy All Humans
- FIFA Street
- Formula One 2005
- Madagascar Musashi: Samurai Legend
- Tekken 5
- The Incredible Hulk 2
- Tiger Woods PGA Tour 06
Trailer:
- 24 The Game
- 7 Sins
- Pursuit Force (PSP)
- Real World Golf
- Scarface
- Shadow The Hedgehog
- The Godfather
- The Incredible Hulk

OPS2M Germany 2005/10/dem/ger

(P) SCED-53212

Contents:
Games:
- Burnout Revenge
- Crash Tag Team Racing
- Everybody's Golf
- Fahrenheit
- Musashi: Samurai Legend
- Steel Lancer Arena International
- Wild Water Adrenaline
Trailer:
- Buzz
- Prince Of Persia 3
- Stargate SG1: The Alliance
- Tom Clancy's Ghost Recon 3
- Tomb Raider Legend
- Tony Hawk's American Wasteland

Germany 10/2005

Germany 12/2005

OPS2M Germany 2005/12

(P) SCED-53210

Contents:
Games:
- Fahrenheit
- FIFA 2006
- Genji
- Need For Speed: Most Wanted
- Pro Evolution Soccer 5
- Shrek Superslam
- Singstar 80's
- Soul Calibur 3
- Tekken 5
Trailer:
- Colosseum: Road To Freedom
- Dynasty Warriors (PSP)
- Genji
Other:
- Genji: The Making Of

OPS2M Germany 2005/11

(P) SCED-53213

Contents:
Games:
- Asterix & Obelix XXL2
- Need For Speed: Most Wanted
- NHL 2006
- Pro Evolution Soccer 5
- Wallace & Gromit
- WRC Rally Evolved
Trailer:
- Dynasty Warriors (PSP)
- EyeToy Play 3
- FIFA 2006
- Formula One
- GT Vision
- GT Vision/ Spiderman
- Hello Kitty Roller Rescue
- Need For Speed Most Wanted
- Soul Calibur 3
- SpyToy
- SSX On Tour
- Stuart Little 3 Photo Adventure
- The Movies
- X-Men: Rise Of The Apocalypse

Germany 11/2005

Germany 13/2005

OPS2M Germany 2005/13

(P) SCED-53215

Contents:
Games:
- Jak X Racing
- King Kong
- LA Rush
- Sly 3: Honor Among Thieves
- SpyToy
- The Incredibles 2
- The Sims 2
Trailer:
- BDFL Manager 2006
- Pursuit Force (PSP)
Other:
- Chronicles Of Narnia: Behind The Game
- Sly Cooper And The Gang in: "Goodbye My Sweet" (part 1)

OPS2M Germany 2006/01

(P) SCED-53216

Contents:
Games:
- *Battlefield 2: Modern Combat*
- *Chronicles Of Narnia*
- *Everybody's Golf*
- *FIFA 2006*
- *King Kong*
- *Pilot Down: Behind Enemy Lines*
- *Super Monkey Ball Deluxe*
- *The Matrix: Path Of Neo*
- *TOCA Race Driver 3*
- *Urban Reignp*

Trailer:
- *Twisted Metal (PSP)*

Other:
- *3D Face Digitalisation Technology*
- *Genji: The Making Of*
- *Sly Cooper And The Gang in: "Goodbye My Sweet" (part 1)*

Germany 01/2006

Germany 04/2006

OPS2M Germany 04-2006

(P) SCED-54050

Contents:
Games:
- *Dragon Quest*
- *FIFA Street 2*
- *Fight Night Round 3*
- *Mark Ecko: Contents Under Pressure*
- *Rugby 2006*
- *Sonic Riders*
- *Suikoden Tactics*
- *Tomb Raider Legend*

Trailer:
- *24 The Game*

OPS2M Germany 05-2006

(P) SCED-54051

Contents:
Games:
- *Burnout Revenge*
- *Driver: Parallel Lines*
- *Enthusia Racing*
- *Juiced*
- *Outrun 2006: Coast 2 Coast*
- *Need For Speed Hot Pursuit 2*
- *Need For Speed Most Wanted*
- *Need For Speed Underground 2*
- *Shadow Of The Colossus*
- *TOCA Race Driver 3*
- *Tomb Raider Legend*
- *We Love Katamari*

Trailer:
- *Rogue Galaxy*

Germany 05/2006

Germany 02/2006

OPS2M Germany 2006/02

(P) SCED-53217

Contents:
Games:
- *ICO*
- *Fahrenheit*
- *Driver: Parallel Lines*
- *TOCA Race Driver 3*
- *Shadow Of The Colossus*
- *The Incredibles: Rise Of The Underminer*
- *We Love Katamari*

OPS2M Germany 03/2006

(P) SCED-53210

Contents:
Games:
- *24 The Game*
- *Black*
- *Sword Of Etheria*
- *Drakengard 2*
- *Castlevania: Curse Of Darkness*
- *Rainbow Six Lockdown*

Trailer:
- *Key Of Heaven (PSP)*

Other:
- *Sly Cooper And The Gang in: "Goodbye My Sweet" (part 2)*

Germany 03/2006

Germany 06/2006

OPS2M Germany 06-2006

(P) SCED-54052

Contents:
Games:
- *Ape Escape 3*
- *Def Jam Vendetta*
- *Dragon Quest VIII*
- *FIFA 2006*
- *FIFA Street 2*
- *Fight Night Round 2*
- *Micro Machines V4*
- *Pro Evolution Soccer 3*
- *Rocky Legends*
- *Sensible Soccer*
- *Soul Calibur 2*
- *Super Monkey Ball Adventure*
- *Tekken 5*

Trailer:
- *Metal Gear Solid: Snake Escape*
- *Singstar Rocks*

OPS2M Germany 07-2006

(P) SCED-54053

Contents:
Games:
- Earache Extreme Metal Racing
- Forbidden Siren 2
- Madagascar
- Musashi: Samurai Legend
- Play Sports (EyeToy)
- Singstar Rocks
- Spyro: A Hero's Tail
- Star Wars: Battlefront
- Street Racing Syndicate
- Super Monkey Ball Deluxe
Trailer:
- Suikoden 5
- Tourist Trophy

Germany 07/2006

OPS2M Germany 10-2006

(P) SCED-54056

Contents:
Games:
- Ace Combat: The Belkan War
- Destroy All Humans
- Formula One 2006
- Genji
- Metal Slug 3
- Spongebob Squarepants: The Movie
- Steel Lancer Arena International
Trailer:
- Kingdom Hearts 2
- Rogue Galaxy

Germany 10/2006

OPS2M Germany 09-2006

(P) SCED-54055

Contents:
Games:
- Area 51
- Forgotten Realms: Demon Stone
- Formula One 2005
- Lego Star Wars 2
- Metal Gear Solid 3: Snake Eater
- Pro Evolution Soccer 5
- Second Sight
- Shinobido
- Yakuza

Germany 09/2006

OPS2M Germany 11-2006

(P) SCED-54057

Contents:
Games:
- B-Boy
- Bionicle: Heroes
- Lego Star Wars 2
- Lemmings Classic
- Lemmings EyeToy
- Need For Speed: Carbon
- Pro Stroke Golf
- Yakuza
Trailer:
- Kingdom Hearts 2
- Rogue Galaxy
Saves:
- Amplitude
- Auto Modellista
- Beyond Good & Evil
- Chaos Legion
- Enter The Matrix
- Ford Racing 2
- Jak II
- James Bond 007: Nightfire
- Medal Of Honor: Rising Sun
- Metal Gear Solid 2
- Primal
- Return To Castle Wolfenstein
- Silent Hill 3
- Star Wars Bounty Hunter
- Star Wars: The Clone Wars
- The Lord Of The Rings: The Return Of The King
- The Mark Of Kri
- Timesplitters 2
- Zone Of The Enders: The 2nd Runner

Germany 11/2006

OPS2M Germany 08-2006

(P) SCED-54054

Contents:
Games:
- B-Boy
- Jak 3
- Lego Star Wars
- Moto GP 3
- Ratchet Gladiator
- Tekken 5
- WRC Rally Evolved
- Area 51
- Prince Of Persia: The Sands Of Time
- Prince Of Persia: Warrior Within
- Wakeboarding Unleashed
- Worms 4: Mayhem
- Zone Of The Enders: The 2nd Runner
Multivideo:
- Moto GP
- Jak 3
- Ratchet & Clank
- Tekken 5
- WRC 4

Germany 08/2006

OPS2M Germany 12-2006

(P) SCED-54058

Contents:
Games:
- Buzz! Junior: Jungle Party
- Destroy All Humans 2
- FIFA 2007
- LMA Manager 2007
- Need For Speed: Carbon
- The Sims 2
Trailer:
- SOCOM 3
Saves:
- Amplitude
- Auto Modellista
- Beyond Good & Evil
- Chaos Legion
- Enter The Matrix
- Ford Racing 2
- Jak II
- James Bond 007: Nightfire
- Medal Of Honor: Rising Sun
- Metal Gear Solid 2
- Primal
- Return To Castle Wolfenstein
- Silent Hill 3
- Star Wars Bounty Hunter
- Star Wars: The Clone Wars
- The Lord Of The Rings: The Return Of The King
- The Mark Of Kri
- Timesplitters 2
- Zone Of The Enders: The 2nd Runner

Germany 12/2006

Germany 01/2007

OPS2M Germany 1-2007

(P) SCED-54605

Contents:
Games:
- Arthur & The Invisibles
- Dragon Quest VIII
- FIFA 2007
- Fight Night Round 3
- Jak 3
- Okami
- Outrun 2006: Coast 2 Coast
- TOCA Race Driver 3
- Tomb Raider Legend
- We Love Katamari
Trailer:
- Dirge Of Cerberus: Final Fantasy VII

Germany 02/2007

OPS2M Germany 02-2007

(P) SCED-54642

Contents:
Games:
- FIFA Street 2
- Flushed Away
- Forbidden Siren 2
- Formula One 2006
- Genji
- LA Rush
- Madagascar
- Moto GP 3
- Shrek Superslam
- Sly 3: Honor Among Thieves
- Sonic Riders
- Street Racing Syndicate
- The Incredibles 2
- The Matrix: Path Of Neo
- Urban Reign

OPS2M Germany 13-2006

(P) SCED-54059

Contents:
Games:
- Eragon
- Final Fantasy X-2
- LMA Manager 2007
- Pro Evolution Soccer 6
- Silent Hill 3
- Virtua Fighter 4
Other:
- EyeToy Kinetic Combat
- EyeToy Play Sports

Germany 13/2006

Germany 03/2007

OPS2M Germany 2007/03

(P) SCED-54692

Contents:
Games:
- Dancing Stage Fusion
- F355 Challenge
- Formula One 2004
- Heatseeker
- Juiced
- Need For Speed Hot Pursuit 2
- Rayman Multiplayer
- Sly Raccoon
- The Simpsons Hit And Run
- Vexx
- War Of The Monsters
- WRC 4
- Zapper

OPS2M Demo Italy

The Italian OPS2M demos were often British or French discs, usually with unique Italian titles, but several also seem to be unique Italian discs.

OPS2M Germany 04-2007

(P) SCED-54758

Contents:
Games:
- *Brian Lara Cricket 2007*
- *Burnout 3 Takedown*
- *Castlevania: Curse Of Darkness*
- *Everybody's Tennis*
- *ICO*
- *Mashed*
- *Maximo vs Army Of Zin*
- *Metal Slug 3*
- *Play Sports (EyeToy)*
- *Soul Calibur 3*
- *Tomb Raider Legend*
- *Virtua Fighter 4: Evolution*

Germany 04/2007

UPS2M Demo Italia 04/03

(P) SCED-51652

Contents:
Games:
- *Ape Escape 2*
- *Dakar 2*
- *Mobile Suit Gundam: Federation Vs Zion*
- *Silent Hill 2*
- *Splinter Cell*
- *Spy Hunter*
- *Tenchu: Wrath Of Heaven*
- *The Scorpion King*
- *Vexx*
- *Zone Of The Enders*

Trailer:
- *Broken Sword: The Sleeping Dragon*
- *Def Jam Vendetta*
- *Devil May Cry 2*
- *GT Concept*
- *Shinobi*
- *World Championship Snooker*

Other:
- *Secrets Of War Of The Monsters*

Italy Disc 10

UPS2M Demo Italia 04/03

(P) SCED-51836

Contents:
Games:
- *Gunfighter*
- *Hitman 2*
- *Ico*
- *Jak & Daxter*
- *Ratchet & Clank*
- *Socom U.S. Navy Seals*
- *WWE Smackdown*

Trailer:
- *Dark Chronicle*
- *Tekken 4*
- *Twisted Metal Black Online*

Other:
- *EyeToy*

Italy Disc 13

UPS2M Demo Italia 08/03

(P) SCED-51880

Contents:
Games:
- Final Fantasy X
- Futurama
- Headhunter
- Mace Griffin Bounty Hunter
- Starsky & Hutch
- Tekken 4
- This Is Fotball 2003
- Tiger Woods PGA Tour 2003
- Zone Of The Enders
Trailer:
- Jak II: Renegade
- Kya: Dark Lineage
- Tony Hawk's Underground
- Tribes Aerial Assault
Other:
- EyeToy

Italy Disc 14

Italy Disc 18

UPS2M Italia 12/03

(P) SCED-52057

Contents:
Games:
- 007 Everything Or Nothing
- Destruction Derby Arenas
- Dog's Life
- Freaky Flyers
- Ghosthunter
- Gladius
- Need For Speed Underground
- Ratchet & Clank 2
- Tiger Woods PGA Tour 2004
- Time Crisis 3
- Wallace & Gromit
Trailer:
- Dog' Life
- Dragon Ball Z Budokai 2
- Everquest Online
- Forbidden Siren
- Kya Dark Lineage

UPS2M Demo Italia 09/03

(P) SCED-51894

Contents:
Games:
- Alter Echo
- Ape Escape 2
- Die Hard Vendetta
- Dynasty Warriors 3
- Metal Gear Solid 2
Sons Of Liberty
- Ratchet & Clank
- Return To Castle Wolfenstein:
Operation Resurrection
- Splashdown 2: Rides Gone Wild
- The Great Escape
- Tom Clancy's Splinter Cell
- WRC II Extreme
Trailer:
- Amplitude
- Jak II: Renegade

Italy Disc 15

Italy Disc 20

UPS2M Italia 01/04 Demo

(P) SCED-52186

Contents:
Games:
- Buffy The Vampire Slayer:
Chaos Bleeds
- Dancing Stage Fever
- Ghost Recon: Jungle Storm
- Kao The Kangaroo 2
- Pro evolution Soccer 3
- NHL Hitz Pro
- Scooby-Doo! Mystery Mayhem
- Super Farm
- The Simpson's Hit And Run
Trailer:
- Destruction Derby Arenas
- Dynasty Warriors 4
- Jak II: Renegade
- Mission Impossible Operation
Surma
- Urban Freestyle
Other:
- The Making Of Ghosthunter
- The Making Of Jak II: Renegade
Saves:
- Auto Modellista
- Enter The Matrix
- Metal Gear Solid 2
- Silent Hill 3
- Star Wars Bounty Hunter
- Zone Of The Enders 2

UPS2M Demo Italia 02/04

(P) SCED-52272

Contents:
Games:
- FIFA Football 2004
- Grooverider
- R-Type Final
- Socom: U.S. Navy Seals
- Soul Calibur II
- Starsky & Hutch
- Tak And The Power Of Juju
- World Rally Championship 3
- XIII
Trailer:
- Arc Twilight Of The Spirits
- Ghosthunter
- I-Ninja
- Socom II
- Time Crisis Legacy
Other:
- Fun, Anyone Event Video
Saves:
- Amplitude
- Primal
- TimeSplitters 2
- WWE Smackdown! Shut Your Mouth

Italy Disc 21

Italy Disc 24

UPS2M Italia 05/04

(P) SCED-52443

Contents:
Games:
- Broken Sword 3 The Sleeping Dragon
- Final Fantasy X-2
- Firefighter F.D. 18
- Forbidden Siren
- Kya: Dark Lineage
- R: Racing
- Socom II
- This Is Fotball 2004
Trailer:
- Driv3r
- Socom II
- Syphon Filter 3: The Omega Strain
- Transformers Armada
Saves:
- Onimusha 2
- Ratchet & Clank
- Ratchet & Clank 2
- The Getaway

UPS2M Demo Italia 09/03

(P) SCED-52354

Contents:
Games:
- Arc Twilight Of The Spirits
- Castlevania Lament Of Innocence
- Ford Racing 2
- I-Ninja
- Maximo Vs The Army Of Zin
- Metal Arms
- Rogue Ops
- SSX 3
- Worms 3D
Trailer:
- Alias
- Forbidden Siren
- Kill.Switch
- NBA Jam
- Swat Global Strike Team
- The Hulk
- WRC 3
Other:
- The Making Of Rise To Honour
Saves:
- Beyond Good & Evil
- Chaos Legion
- Ford Racing 2
- Jak II: Renegade
- The Mark Of Kri

Italy Disc 22

Italy Disc 25

UPS2M Italia 06/04

(P) SCED-52580

Contents:
Games:
- Arc Twilight Of The Spirits
- Cy Girls
- Fight Night
- Mashed
- MX Unleashed
- NFL Street
- Richard Burns Rally
- Rise To Honor
- Sonic Heroes
- Teenage Mutant Ninja Turtles
- Transformers
Trailer:
- Champions Of Norrath
- WC Rugby
Saves:
- Ace Combat: Distant Thunder
- Enter The Matrix
- Maximo Vs The Army Of Zin
- Moto GP 3
- Silent Hill 3
- Splinter Cell
- XIII

UPS2M Italia 09/04

(P) SCED-52855

Contents:
Games:
- Burnout 3
- Crash Unlimited
- Formula One 04
- Psi Ops
- Ribbit King
- Second Sight
- Silent Hill 4 The Room
- Smash Court Tennis Pro Tournament 2
- Splinter Cell Pandora Tomorrow
- Star Wars Battlefront
- Van Helsing
Trailer:
- DJ Decks & FX
- Silent Hill 4 The Room
- WRC4

Italy Disc 28

Italy Disc 33

UPS2 Demo 2005/01 ita

(P) SCED-53070

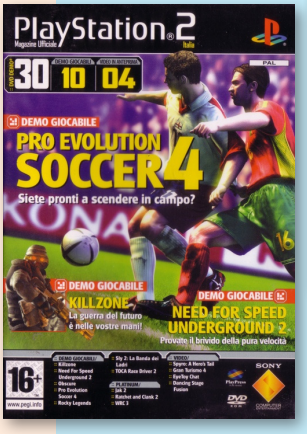
Contents:
Games:
- Ace Combat: Squadron Leader
- Athens 2004
- Dancing Stage Fusion
- Demon Stone
- EyeToy Play 2
- Fren-zE
- Moto GP 3
- Prince Of Persia 2
- Soul Calibur 2
- The Getaway Black Monday
Trailer:
- Adiboo And The Energy Thieves
- Dancing Stage Fusion
- Jak 3
- Spyro: A Hero's Tail
Other:
- EyeToy Chat

UPS2M Italia 11/04

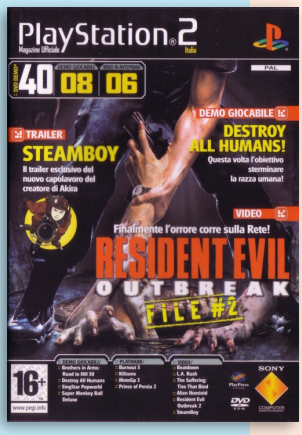
(P) SCED-52981

Contents:
Games:
- Jak II Renegade
- Killzone
- Need For Speed Underground 2
- Obscure
- Pro Evolution Soccer 4
- Ratchet & Clank 2
- Rocky Legends
- Sly 2 Band Of Thieves
- TOCA Race Driver 2
- WRC 3
Trailer:
- Dancing Stage Fusion
- Gran Turismo 4
- Spyro: A Hero's Tail
Other:
- EyeToy Chat

Italy Disc 30



Italy Disc 40



OPS2M Italian Demo 61 07/05

(P) SCED-53070

Contents:
Games:
- Brothers In Arms: Road To Hill 30
- Burnout 3
- Destroy All Humans
- Killzone
- Moto GP 3
- Prince Of Persia 2
- SingStar Popworld
- Super Monnkey Ball Deluxe
Trailer:
- Beatdown
- L.A. Rush
- The Suffering: Ties That Bind
- Alien Hominid
- Resident Evil Outbreak File #2
- SteamBoy

UPS2M Italia 10/2005 - Italian Demo

(P) SCED-53294

Contents:
Games:
- *Burnout Revenge*
- *Conflict Global Terror*
- *Crash Tag Team Racing*
- *Delta Force: Black Hawk Down*
- *Everybody's Golf*
- *Fahrenheit*
- *Steel Lancer Arena International*
- *Total Overdose*
- *Wild Water Adrenaline*

Trailer:
- *Buzz*
- *City Of The Dead*
- *Ghost Recon 3*
- *King Kong*
- *America's Army*
- *Heroes Of The Pacific*
- *Okami*
- *Prince Of Persia 3*
- *Stargate SG1: The Alliance*
- *Tony Hawk's American Wasteland*

Italy Disc 43

Italy PlayStation 2 Starter Box

Italy Disc 49

UPS2M Demo Italia 04/2006

(P) SCED-54149

The PlayStation 2 Starter Box contained random demos and a random magazine from Play Press Publishing Srl, the publisher of the official PS2 magazine in Italy, whatever unsold items they had left. As such, all the boxes may not contain the same items.

Contents:
Games:
- *Dragon Quest VIII*
- *Hitman Blood Money*
- *Mark Echo's Getting Up: Contents Under Pressure*
- *Outrun 2006 Coast 2 Coast*
- *Sensible Soccer*
- *Sonic Riders*
- *Super Monkey Ball Deluxe*

Other:
- *Next Level*
- *Peonia*
- *Videogamsk*

UPS2M Demo Italia 01/2006

(P) SCED-53933

Contents:
Games:
- *007 From Russia With Love*
- *Battlefield 2 Modern Combat*
- *Jak X*
- *SingStar 80's*
- *The Incredibles: Rise of the Underminer*
- *The Matrix: Path Of Neo*
- *Without Warning*

Trailer:
- *LMA Manager 2006*

Italy Disc 46

Italy Disc 52

UPS2M Demo Italia 07-2006

(P) SCED-54314

The title of the multigame video is Platinum Promo

Contents:
Games:
- *B-Boy*
- *Dragon Quest VIII*
- *Hitman Blood Money*
- *Jak 3*
- *Micro Machines V4*
- *Outrun 2006 Coast 2 Coast*
- *Ratchet Gladiator*
- *Shinobido*
- *SingStar Rocks!*
- *Sonic Riders*
- *Tomb Raider Legend*

Multivideo:
- *Moto GP*
- *Jak 3*
- *Ratchet & Clank*
- *Tekken 5*
- *WRC 4*

Official UK PlayStation 2 Magazine

Publisher Future Publishing
First issue December 2000

Official UK PlayStation 2 Magazine (often abbreviated to OPS2) was launched in December 2000 as the sequel publication to the Official UK PlayStation Magazine, originally priced £4.99, to coincide with the launch of the PlayStation 2 console. Each month the magazine came with a cover-mounted playable demo DVD. It ran for 100 issues, with the last going on sale in the month of July 2008. The magazine was commonly abbreviated OPS2. It had four design changes in its lifetime: 1 to 25, 26 to 41, 42 to 89, and finally 90 to 100.

The magazine would go on to become the UK's best selling PlayStation 2 magazine, peaking with 197,348 readers in 2002.

In the beginning OPS2 was designed for the early adopter – encompassing hardcore gamers and previous readers crossing over from the original Official UK PlayStation Magazine. In the final year, as the PlayStation 2 entered a more family-friendly stage, OPS2 changed once more; this time for its final time. Starting from issue 90 the magazine would focus on new PS2 owners and the younger gamer.

Official PlayStation Magazine (Ireland)

Publisher TP Media
First issue May 2000

Official PlayStation Magazine (Ireland) was a TP Media monthly gaming publication.

The magazine was conceived by TP Media. Ireland's large PlayStation adoption rate and the greatly increased prices of imported UK publications at the time were contributing factors in launching such a magazine. The Official UK PlayStation Magazine published by Future Publishing could cost up to £9.99 IEP due to Irish import fees.

OIPM launched for £4.99 with a demo disc.

Although the first three issues of the magazine had the same cover as the UK magazine, OIPM's content was original and written by a team in Ireland, headed by Kevin MacDermot. Certain features were directly taken from the UK version. The magazine's A-Z section was also taken from the UK version, although all future entries were based on OIPM's reviews, not the UK ones.

PlayStation Official Magazine – Australia

Publisher Future Australia
First issue March 2007

PlayStation Official Magazine – Australia is a video games magazine published by Future Australia. The magazine was previously called "Official PlayStation 2 Magazine (Australia)" but changed its name to coincide with the release of the PlayStation 3. The magazine's title is often abbreviated to OPM.

OPS2M Demo UK

Like with the PS1 demos, there are similar discs with the same titles, but different contents and different registration numbers, most notably the French discs.

The British demos first came in slimline cases, then DVD cases, and finally in cardsleeves.

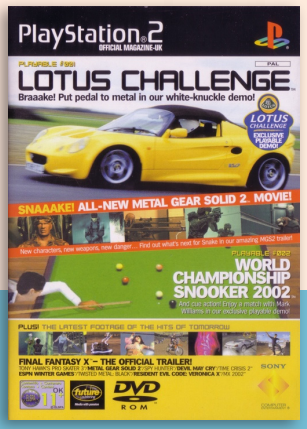
OPS2M in France, Germany, and Italy occasionally used British discs, sometimes the exact same, and sometimes with different disc labels. The majority of the Dutch and Australian magazines came with British discs (although the Australian versions were usually pressed in Australia), but there are a handful of different discs.

OPS2M Demo 11

(P) SCED-50146
(P) SCED-50463 (France?)

Contents:
Games:
- Lotus Challenge
- World Championship Snooker 2002
Trailer:
- Devil May Cry
- ESPN X Games Round Up
- Final Fantasy X
- Metal Gear Solid 2 Sons Of Liberty
- MX2002
- Resident Evil Code: Veronica X
- Spy Hunter
- Time Crisis 2
- Tony Hawk's Pro Skater 3
- Twisted Metal: Black

UK Disc 11



OPS2M Demo 15

(P) SCED-50150

Contents:
Games:
- Burnout
- Dropship: United Peace Force
- ESPN X Games Skateboarding
- Extreme G-3
- Formula One 2001
- G-Surfers
- GTC Africa
- Jak & Daxter
- Lotus Challenge
- Project Eden
- Thunderhawk: Operation Phoenix
- Top Gun: Combat Zones
Trailer:
- Ecco The Dolphin: Defender of the Future
- Headhunter
- Rez
- Shadow Man: The 2econd Coming
- SSX Tricky
Other:
- Final Fantasy: The Spirits Within trailer

UK Disc 15

OPS2M Demo 48

(P) SCED-52163

Contents:
Games:
- Athens 2004
- Mashed
- MTV Music Generator 3
- Serious Sam
- Syphon Filter: The Omega Strain
- This Is Football 2004
Trailer:
- Flat Out
- Jak III
- Mashed
- MTV Music Generator 3
- Resident Evil Outbreak
- Shadow Of Rome
- Killzone
Other:
- Ask OPS2M
- Game challenges (text)
- Hitman Contracts game tricks
- Kill.Switch ending movie
- PES3 goals of the month
- Spider-Man 2 movie trailer
Artwork & development:
- Athens 2004
- Driv3r
- Killzone
- Metal Gear Solid 3 Snake Eater
- Resident Evil Outbreak
- Sly 2 Band Of Thieves
- Syphon Filter: The Omega Strain
Saves:
- 007: Everything Or Nothing
- Beyond Good & Evil
- Silent Hill 3
- Star Wars The Clone Wars
- The Getaway
- True Crime: Streets Of LA

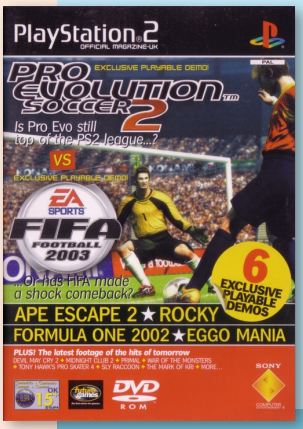
UK Disc 48

OPS2M Demo 29

(P) SCED-52580

Contents:
Games:
- Ape Escape 2
- Eggo Mania
- FIFA 2003
- Formula One 2002
- Pro Evolution Soccer 2
- Rocky
Trailer:
- Devil May Cry 2
- Midnight Club 2
- Primal
- Sly Raccoon
- Space Channel 5 v2
- The Mark of Kri
- Tony Hawk's Pro Skater 4
- War of the Monsters
Other:
- The Making of Kingdom Hearts

UK Disc 29



OPS2M Demo 49

(P) SCED-52164

Contents:
Games:
- Formula One 2004
- Hitman Contracts
- Mashed
- Smash Court Tennis 2
- Splinter Cell: Pandora Tomorrow
Trailer:
- Area 51
- Death By Degrees
- Killzone
- Mashed
- Prince Of Persia 2
- Ratchet & Clank 3
- Silent Hill 4 The Room
- Spiderman 2
- The Getaway: Black Monday
Other:
- Ask OPS2M
- Game Challenges (text)
- Onimusha 3 sword photo shoot
- Leagues (online gaming tables)
- PES3 goals of the month
Artwork & development:
- Smash Court Tennis 2
- Spiderman 2
- The Getaway: Black Monday
Saves:
- Final Fantasy X-2
- Hitman Contracts
- Timesplitters 2

UK Disc 49

OPS2M Demo 50

(P) SCED-52165

Contents:
Games:
- Burnout 4
- Crash Unlimited
- Psi Ops
- Ribbit King
- Second Sight
- Silent Hill 4 The Room
- Star Wars Battlefront
- Van Helsing
Trailer:
- Call Of Duty
- Destroy All Humans
- Devil May Cry 3
- DJ: The Mixing Of
- Far Cry: Instincts
- GoldenEye: Rogue Agent
- Gran Turismo 4
- Playboy: The Mansion
- Silent Hill 4 The Room
- Timesplitters Future Perfect
- World Rally Championship 4
Other:
- Ask OPS2M
- Game challenges (text)
- Leagues (online gaming tables)
- PES3 goals of the month
- Playboy: The Mansion photos
- Top 5 Tipsth
Artwork & development:
- GoldenEye: Rogue Agent
- Gran Turismo 4

UK Disc 50

OPS2M Demo 51

(P) SCED-52166

Contents:
Games:
- Colin McRae Rally 2005
- Crisis Zone
- DJ: Decks And Effects
- Ratched & Clank 3
- Spyro: A Hero's Tail
Trailer:
- Crimson Sea 2
- Enthusia
- Jackie Chan Adventures
- Killzone
- Mercenaries
- Metal Gear Solid 3: Snake Eater
- Need For Speed Underground 2
- Rumble Roses
- Sly 2 Band Of Thieves
- The Punisher
- Tiger Woods PGA Tour 2005
- Tony Hawk's Underground 2
Other:
- Ask OPS2M
- Colin McRae interview
- Driv3r guide
- EyeToy Chat
- Leagues (online gaming tables)
- PES3 goals of the month
- The games of Hideo Kojima
Sreenshots:
- Rumble Roses
- The Punisher
- Tiger Woods PGA Tour 2005
- Tony Hawk's Underground 2
Saves:
- Final Fantasy X-2
- Gran Turismo 4 Prologue
- Hitman Contracts
- Moto GP3
- Splinter Cell Pandora Tomorrow
- Transformers

UK Disc 51

OPS2M Demo 52

(P) SCED-52167

Contents:

Games:
- *Killzone*
- *Obscure*
- *Pro Evolution Soccer 4*
- *Rocky Legends*
- *Sly 2: Band Of Thieves*

Trailer:
- *Grand Theft Auto: San Andreas*
- *Lord Of The Rings: The Third Age*
- *Mortal Kombat: Deception*
- *Ratchet & Clank 3 (online video)*
- *Smackdown! Vs Raw*
- *The Urbz*
- *Under The Skin*

Other:
- *Driv3r guide*
- *Leagues (online gaming tables)*
- *Monica Bellucci (Prince Of Persia 2)*
- *PES3 goals of the month*
- *Smackdown: Nick Wlodyka*

Artwork & development:
- *Mortal Kombat: Deception*

Saves:
- *007: Nightfire*
- *Beyond Good & Evil*
- *Enter The Matrix*
- *Final Fantasy X-2*
- *Hitman Contracts*
- *Lord Of The Rings: The Return Of The King*
- *Medal Of Honor Rising Sun*
- *Onimusha 2*
- *Primal*
- *Ratchet & Clank 2*
- *Return To Castle Wolfenstein*
- *Silent Hill 3*
- *Smackdown! Shut Your Mouth*
- *Splinter Cell Pandora Tomorrow*
- *SSX 3*
- *The Getaway*
- *The Mark Of Kri*
- *XIII*

UK Disc 52

OPS2M Demo 53

(P) SCED-52168

Contents:

Games:
- *Driv3er*
- *Jackie Chan Adventures*
- *Jak 3*
- *Need For Speed Underground 2*
- *Sega Superstars*
- *The Incredibles*
- *This Is Football 2005*
- *Tiger Woods PGA Tour 2005*
- *TOCA Race Driver 2*
- *World Rally Championship 4*

Trailer:
- *Cold Winter*
- *Gran Turismo 4*
- *Mercenaries*
- *Oddworld: Stranger*
- *The Getaway: Black Monday*
- *Viewtiful Joe 2*

Other:
- *Game challenges (text)*

Saves:
- *007: Nightfire*
- *Beyond Good & Evil*
- *Enter The Matrix*
- *Final Fantasy X-2*
- *Hitman Contracts*
- *Lord Of The Rings: The Return Of The King*
- *Medal Of Honor Rising Sun*
- *Onimusha 2*
- *Primal*
- *Ratchet & Clank 2*
- *Return To Castle Wolfenstein*
- *Silent Hill 3*
- *Smackdown! Shut Your Mouth*
- *SSX 3*
- *The Getaway*
- *The Mark Of Kri*
- *XIII*

UK Disc 53

OPS2M Demo 57

(P) SCED-53160

Contents:

Games:
- *Ace Combat 5 Squadron Leader*
- *Death By Degrees*
- *Full Spectrum Warrior*
- *King Of Fighters: Maximum Impact*
- *Legend Of Kay*
- *Megaman X8*
- *Metal Gear Solid 3 Snake Eater*
- *Teenage Mutant Ninja Turtles 2*

Trailer:
- *Brothers In Arms*
- *Rainbow Six 4*
- *Stolen*
- *The Godfather*

Other:
- *PES3 goal of the month February*
- *PES4 goals of the month teaser*

Artwork & development:
- *Brothers In Arms*

Saves:
- *Call Of Duty: Finest Hour*
- *Final Fantasy X*
- *Gran Turismo 3*
- *Jak & Daxter*
- *Killzone*
- *Kingdom Hearts*
- *Need For Speed Underground*
- *Spider-Man 2*

UK Disc 57

OPS2M Demo 58

(P) 53161

Contents:
Games:
- *Area 51*
- *Cold Winter*
- *Constantine*
- *EyeToy: AntiGrav*
- *Jak 3*
- *Juiced*
- *Metal Gear Solid 3: Snake Eater*
- *Ratchet & Clank 3*
- *The Getaway: Black Monday*
- *WRC 4*

UK Disc 58

OPS2M Demo 59

(P) SCED-53162

There are two multivideos, the first is for the ESPN games, and the second are PSP titles.

Contents:
Games:
- *Enthusia*
- *Fight Night Round 2*
- *Full Spectrum Warrior*
- *Juiced*
- *Killzone*
- *Lego Star Wars*
- *Rugby 2005*
- *The Spongebob Squarepants Movie*

Trailer:
- *Colin McRae Rally PSP*
- *Darkwatch*
- *EyeToy: AntiGrav*
- *Mark Echo: Contents Under Pressure*
- *Pilot Down: Behind Enemy Lines*
- *Star Wars Episode III: Revenge Of The Sith*

Multivideo:
- *ESPN NBA 2K5*
- *ESPN NFL 2K5*
- *ESPN NHL 2K5*
- *Ape Academy*
- *Everybody's Golf*
- *Fired Up*
- *Football (working title)*
- *Medievil*
- *Ridge Racer*
- *Wipeout Pure*
- *WRC World Rally Championship*

Other:
- *Ace Combat 5: The Making Of*
- *PES4 goal of the month*

Saves:
- *Call Of Duty: Finest Hour*
- *Final Fantasy X*
- *Gran Turismo 3*
- *Jak & Daxter*
- *Killzone*
- *Kingdom Hearts*
- *Need For Speed Underground*
- *Spider-Man 2*

UK Disc 59

OPS2M Demo 60

(P) SCED-53163

Contents:
Games:
- *Brave*
- *Brothers In Arms: Road To Hill 30*
- *CT Special Forces: Fire For Effect*
- *Robots*
- *Singstar Pop*
- *SRS: Street Racing Syndicate*
- *Stolen*
- *Super Monkey Ball Deluxe*

Trailer:
- *Alien Hominid*
- *Area 51*
- *BeatDown: Fist Of Vengeance*
- *LA Rush*
- *Resident Evil Outbreak File #2*
- *Splinter Cell: Chaos Theory*
- *The Suffering: Ties That Bind*
- *Tony Hawk's Underground 2 Remix (PSP)*
- *Without Warning*

Other:
- *PES4 goal of the month*

Artwork & development:
- *Alien Hominid*
- *LA Rush*
- *The Suffering: Ties That Bind*

Saves:
- *Call Of Duty: Finest Hour*
- *Final Fantasy X*
- *Gran Turismo 3*
- *Jak & Daxter*
- *Killzone*
- *Kingdom Hearts*
- *Need For Speed Underground*
- *Spiderman 2*

UK Disc 51

OPS2M Demo 61

(P) SCED-53164

Contents:
Games:
- Destroy All Humans!
- Pro Evolution Soccer 4
- Worms 4 Mayhem
- Ys: Ark Of Napishtim
- Tekken 5
Trailer:
- 50 Cent: Bulletproof
- Lego Star Wars
- Mortal Kombat: Shaolin Monk
- Total Overdose
- Spartan: Total Warrior
- Stargate SG1: The Alliance
Other:
- PES4 goal of the month
Saves:
- Call Of Duty: Finest Hour
- Final Fantasy X
- Gran Turismo 3
- Jak & Daxter
- Killzone
- Kingdom Hearts
- Need For Speed Underground
- Spider-Man 2

UK Disc 61

OPS2M Demo 62

(P) SCED-53165

Contents:
Games:
- Area 51
- Brothers In Arms: Road To Hill 30
- Destroy All Humans!
- Fight Nigh Round 2
- Formula One 2005
- God Of War
- Lego Star Wars
- Madagascar
Trailer:
- 7 Sins
- 24 The Game
- Battlefield 2
- Cold Winter
- God Of War
- Pursuit Force
- Real World Golf
- Scarface
- Shadow The Hedgehog
- The Godfather
- The Incredible Hulk 2
- The Regiment
Other:
- PES4 goal of the month
Artwork & development:
- Scarface
- The Godfather
- The Incredible Hulk 2
Sreenshots:
- 7 Sins
Saves:
- Call Of Duty: Finest Hour
- Final Fantasy X
- Gran Turismo 3
- Jak & Daxter
- Killzone
- Kingdom Hearts
- Need For Speed Underground
- Pro Evolution Soccer 4
- Spider-Man 2

UK Disc 62

OPS2M Demo 63

(P) SCED-53166

Contents:
Games:
- 187 Ride Or Die
- Brian Lara International Cricket 2005
- God Of War
- Juiced
- Musashi: Samurai Legend
- Tekken 5
- The Incredible Hulk: Ultimate Destruction
- Tiger Woods PGA Tour 2005
Trailer:
- Battlefield 2: Modern Combat
- Brian Lara International Cricket 2005
- Burnout Revenge
- Call of Cthulhu: Dark Corners Of The Earth
- Hitman: Blood Money
- Onimusha: Dawn Of Dreams
- Tomb Raider Legend
Other:
- PES4 goal of the month
Artwork & development:
- Call of Cthulhu: Dark Corners Of The Earth
- Hitman: Blood Money
- Onimusha: Dawn Of Dreams
- Tomb Raider Legend
Sreenshots:
- Brian Lara International Cricket 2005
Saves:
- Call Of Duty: Finest Hour
- Final Fantasy X
- Gran Turismo 3
- Jak & Daxter
- Killzone
- Kingdom Hearts
- Need For Speed Underground
- Pro Evolution Soccer 4
- Spider-Man 2

UK Disc 63

OPS2M Demo 75

(P) SCED-54047

Contents:
Games:
- B-Boy
- Dragon Quest VIII
- FIFA Street 2
- Hitman: Blood Money
- Jak 3
- Micro Machines V4
- Outrun 2006: Coast 2 Coast
- Ratchet Gladiator
- SingStar Rocks!
- Sonic Riders
- Tomb Raider Legend
Multivideo:
- Jak 3
- Moto GP
- Ratchet & Clank
- Tekken 5
- WRC 4

UK Disc 75

OPS2M Demo 13
France

(P) SCED-50593

Contents:
Games:
- Driven
- Klonoa 2
- NBA Street
- Rayman M
- Silent Scope 2
- Time Crisis 2
Trailer:
- Airblade
- Le Monde Des Bleus 2002 (Football 2002)
- WRC
- Splashdown
- Dropship
- Herdy Gerdy
- Burnout
- Wipeout Fusion
- Soul Reaver 2
- Robot Wars (Extra)
- I am the Wolfman (Extra)

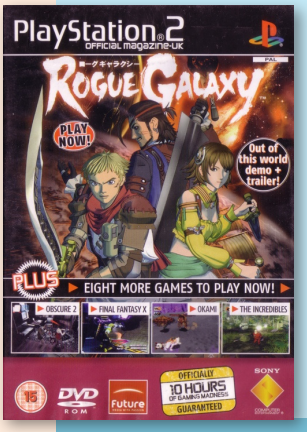
OPS2M Demo 88

(P) SCED-54414

The insert is labeled disc 89, while the disc is labeled 88. Judging by the SCED-code, it seems that the disc is mislabeled, and this is in fact disc 89.

Contents:
Games:
- Final Fantasy X
- Finding Nemo
- Firefighter F.D. 18
- Forbidden Siren 2
- Freedom Fighters
- Juiced
- Obscure 2
- Okami
- Rogue Galaxy
- The Incredibles

UK Disc 89



OPS2M Demo 22
Italy

(P) SCED-51111

Contents:
Games:
- 2002 FIFA World Cup
- Army Men: Real Time Strategy
- Britney's Dance Beat
- Fireblade
- Formula One 2002
- Men In Black 2: Alien Escape
- Project Zero
- Stuntman
Trailer:
- Freekstyle
- Jojo's Bizarre Adventure
- Men in Black II: Alien Escape
- Onimusha 2: Samurai's Destiny
- Superman: Shadow of Apokolips
- TOCA Race Driver
- V-Rally 3
- Dinner at Chez Claude (SCEE commercial)
- Speciale E3 2002: GT Concept Tokyo Ginevra 2002
- Sly Raccoon (extra)
- SOCOM U.S. Navy Seals (extra)

OPS2M Demo 24 Italy

(P) SCED-51173

Contents:
Games:
- *Aggressive Inline*
- *Conflict: Desert Storm*
- *Downforce*
- *Jak and Daxter: The Precursor Legacy*
- *Need for Speed: Hot Pursuit 2*
- *TOCA Race Driver*
- *World Rally Championship*

Trailer:
- *Battle Engine Aquila*
- *Colin McRae Rally 3*
- *Conflict: Desert Storm*
- *Devil May Cry 2*
- *Gran Turismo Concept: 2002 Tokyo-Geneva*
- *Gumball 3000*
- *Jurassic Park: Operation Genesis*
- *Reign of Fire*
- *TimeSplitters 2*
- *Lara Croft Tomb Raider: The Angel of Darkness*

OPS2M Demo 29

(P) SCED-51384

Contents:
Games:
- *Ape Escape 2*
- *Eggo Mania*
- *FIFA 2003*
- *Formula One 2002*
- *Pro Evolution Soccer 2*
- *Rocky*

Trailer:
- *Devil May Cry 2*
- *Midnight Club 2*
- *Primal*
- *Sly Raccoon*
- *Space Channel 5 v2*
- *The Mark of Kri*
- *Tony Hawk's Pro Skater 4*
- *War of the Monsters*
- *The Making of Kingdom Hearts*

OPS2M Demo 29 Australia

(P) SCED-51485

Contents:
Games:
- *ATV Quad Power Racing 2*
- *Crashed*
- *Mortal Kombat: Deadly Alliance*
- *NBA Live 2003*
- *Primal*
- *Sly Raccoon*
- *Space Channel 5 Part 2*
- *Tiger Woods PGA Tour 2003*
- *Tom Clancy's Ghost Recon*
- *WWE SmackDown! Shut Your Mouth*

Trailer:
- *Alpine Racer 3*
- *Ape Escape 2*
- *Grand Theft Auto: Vice City*
- *Judge Dredd: Dredd VS Death*
- *LMA Manager 2003*
- *The Mark of Kri*
- *War of the Monsters*
- *Zone of the Enders: The 2nd Runner*

OPS2M Demo 24 France

(P) SCED-51147

Contents:
Games:
- *Aggressive Inline*
- *Conflict: Desert Storm*
- *Downforce*
- *Need for Speed: Hot Pursuit 2*
- *Jak and Daxter: The Precursor Legacy*
- *TOCA Race Driver*
- *World Rally Championship*

Trailer:
- *Battle Engine Aquila*
- *Colin McRae Rally 3*
- *Conflict: Desert Storm*
- *Devil May Cry 2*
- *Gran Turismo Concept: 2002 Tokyo-Geneva*
- *Gumball 3000*
- *Jurassic Park: Operation Genesis*
- *Reign of Fire*
- *Lara Croft Tomb Raider: The Angel of Darkness*
- *Le Mans 24 Hours*
- *TimeSplitters (1 or 2?)*

OPS2M Demo 29 Italy

(P) SCED-51411

Contents:
Games:
- *Ape Escape 2*
- *FIFA 2003*
- *Formula One 2002*
- *The Getaway*
- *Pro Evolution Soccer 2*
- *Treasure Planet*

Trailer:
- *Devil May Cry 2*
- *Midnight Club 2*
- *Primal*
- *Sly Raccoon*
- *Space Channel 5 - part 2*
- *The Mark of Kri*
- *Tony Hawk's Pro Skater 4*
- *War of the Monsters*
- *The Making of Kingdom Hearts*

OPS2M Demo 34 Italy

(P) SCED-51752

Contents:
Games:
- *Airblade*
- *Baldur's Gate: Dark Alliance*
- *Burnout 2*
- *Def Jam Vendetta*
- *Rygar*
- *Silent Hill 3*
- *Virtua Fighter 4 Evo*
- *Wipeout Fusion*

Trailer:
- *Enter The Matrix*
- *Jurassic Park: Operation Genesis*
- *NBA Street Vol. 2*
- *Pro Beach Soccer*
- *SOCOM: US Navy Seals*
- *Creating The Shinobi Legend*
- *Silent Hill 3 "You're Not Here"*

OPS2M Demo 40
France

(P) SCED-51565

Contents:
Games:
- *Destruction Derby Arenas*
- *Dog's Life*
- *Freaky Flyers*
- *Ghosthunter*
- *Gladius*
- *James Bond 007 : Everything or Nothing*
- *Need for Speed : Underground*
- *Ratchet & Clank 2*
- *Tiger Woods PGA Tour 2004*
- *Time Crisis 3*
- *Wallace & Gromit Project Zoo*

Trailer:
- *Dog's Life*
- *Siren*
- *Everquest Online Adventures*
- *KYA : Dark Lineage*
- *Dragon Ball Z Budokai 2*

OPS2M Demo 50
Germany

(P) SCED-52796

Contents:
Games:
- *Alias*
- *Champions of Norrath*
- *Crash Nitro Cart*
- *Downhill Domination*
- *F1 2004*
- *Firefighter F.D. 18*
- *Forbidden Siren*
- *I-Ninja*
- *Kill.Switch*
- *Maximo: Ghosts to Glory*
- *NHL Hitz Pro*
- *Nightshade*
- *R-Type Final*
- *Serious Sam: Next Encounter*
- *Sonic Heroes*
- *The Simpsons*
- *TransFormers*

OPS2M Demo 53
France

(P) SCED-52991

Contents:
Games:
- *Adiboo & the Energy Thieves*
- *Jackie Chan Adventures*
- *Jak 3*
- *Need For Speed Underground 2*
- *Sega Superstars*
- *The Incredibles*
- *This is Football 2005*
- *Tiger Woods PGA Tour 2005*
- *WRC 4*

Trailer:
- *The Getaway Black Monday*
- *Gran Turismo 4*
- *Jak 3*
- *Spyro: A Hero's Tale*
- *EyeToy: Chat*
- *Dancing Stage Fusion*
- *The Making of Gran Turismo 4*
- *GTA: San Andreas Advert*

OPS2M Demo 42
France

(P) SCED-52273

Contents:
Games:
- *Grooverider*
- *R-Type: Final*
- *Tak and the Power of Ju Ju*
- *World Rally Championship 3*
- *XIII*
- *FIFA Football 2004*
- *Soul Calibur II*
- *Starsky & Hutch*
- *Socom: U.S. Navy Seals*

Trailer:
- *Arc: Twilight of the Spirits*
- *Ghosthunter*
- *I-Ninja*
- *Socom II*
- *Time Crisis: Legacy*
- *Fun Anyone Event Video*

Saves:
- *Amplitude*
- *Primal*
- *WWE Smackdown! Shut Your Mouth*
- *Timesplitters 2*

OPS2M Demo 52
Australia, Netherlands

(P) SCED-52938

Contents:
Games:
- *Jak II Renegade*
- *Killzone*
- *Obscure*
- *Pro Evolution Soccer 4*
- *Ratchet & Clank 2*
- *Rocky Legends*
- *Sly 2 Band Of Thieves*
- *TOCA Race Driver 2*
- *WRC 3*

Trailer:
- *Dancing Stage Fusion*
- *Gran Turismo 4*
- *Spyro: A Hero's Tail*
- *EyeToy Chat (v2)*

OPS2M Demo 54
France

(P) SCED-53068

Contents:
Games:
- *The Gateway Black Monday*
- *Prince of Persia: l'Âme du Guerrier*
- *Eye Toy Play 2*
- *Forgotten Realms: Demon Stone*
- *Athens 2004*
- *Moto GP3*
- *Soul Calibur II*
- *Dancing Stage Fusion*

Trailer:
- *Ace Combat V*
- *Jak 3*
- *Spyro: A Hero's Tail*
- *Adibou et les Voleurs d'Énergie*

OPS2M Demo 57
Italy

(P) SCED-53176

Contents:
Games:
- *Ace Combat: Squadron Leader*
- *Death By Degrees*
- *Legend Of Kay*
- *Moto GP 3*
- *Prince Of Persia: Sands Of Time*
- *Smash Court Tennis Pro Tournament 2*
- *Teenage Mutant Ninja Turtles 2*
- *Transformers*
- *Viewtiful Joe 2*
- *King Of Fighters: Maximum Impact*

Trailer:
- *Battlestations Midway*
- *Constantine*
- *Death By Degrees*
- *Enthusia*
- *Monkey Mania*
- *Project: Snowblind*

OPS2M Demo 59
Spain, Portugal?

(P) SCED-53348

Contents:
Games:
- *Enthusia*
- *Fight Night Round 2*
- *Full Spectrum Warrior*
- *Juiced*
- *The Spongebob Squarepants Movie*
- *Timesplitters Future Perfect*
- *Rugby 2005*
- *Jak 3*
- *Killzone*

Trailer:
- *Ace Combat: The Making Of*
- *EyeToy: AntiGrav*
- *PSP First Line Up*

OPS2M Demo 66
Germany

(P) SCED-53214

Contents:
Games:
- *Fahrenheit*
- *FIFA 2006*
- *Genji*
- *Need For Speed: Most Wanted*
- *Pro Evolution Soccer 5*
- *Shrek Superslam*
- *Singstar 80's*
- *Soul Calibur 3*
- *Tekken 5*

Trailer:
- *Colosseum: Road To Freedom*
- *Dynasty Warriors (PSP)*
- *Genji*
- *Genji: The Making Of*

OPS2M Demo 69
France

(P) SCED-54001

Contents:
Games:
- *TOCA Race Driver 3*
- *Shadow Of The Colossus*
- *Urban Reign*
- *Chronicles of Narnia*
- *Fahrenheit*
- *Pilot Down: Behind Enemy Lines*
- *Black*
- *ICO*

OPS2M Demo 70
Germany

(P) SCED-53214

Contents:
Games:
- *24 The Game*
- *Black*
- *Sword Of Etheria*
- *Drakengard 2*
- *Castlevania: Curse Of Darkness*
- *Rainbow Six Lockdown*

Trailer:
- *Key Of Heaven (PSP)*
- *Sly Cooper And The Gang in: "Goodbye My Sweet" (part 2)*

OPS2M Demo 70
Italy

(P) SCED-54090

Contents:
Games:
- *Commandos: Strike Force*
- *Drakengard 2*
- *Driver: Parallel Lines*
- *EA Rugby 06*
- *Fight Night Round 3*
- *FIFA Street 2*
- *Suikoden Tactics*
- *Tomb Raider Legend*

Trailer:
- *Sly and the Gang in: "Goodbye My Sweet" (part 2)*
- *I corti per PSP: Animae - Il Ragno, La Mosca - Tana*

OPS2M Demo 71
Australia

(P) SCED-54099

Contents:
Games:
- *Black*
- *Dragon Quest: The Journey of the Cursed King*
- *Rugby 06*
- *FIFA Street 2*
- *Fight Night Round 3*
- *Tomb Raider: Legend*
- *Need for Speed Most Wanted*
- *Peter Jackson's King Kong: The Official Game of the Movie*
- *Ratchet: Gladiator*
- *Suikoden Tactics*
- *V8 Supercars 3*

Trailer:
- *24: The Game*

OPS2M Demo 71 France

(P) SCED-54079

Contents:
Games:
- Dragon Quest: L'odyssée du roi maudit
- Rugby 06
- Fight Night Round 3
- Marc Ecko's Getting Up: Contents Under Pressure
- Suikoden Tactics
- Tomb Raider: Legend
Trailer:
- 24 Heures Chrono: Le Jeu

OPS2M Demo 71 Spain, Portugal

(P) SCED-54070

Contents:
Games:
- Commandos Strike Force
- Dragon Quest
- EA Sports Rugby 2006
- FIFA Street 2
- Fight Night Round 3
- Mark Ecko: Contents Under Pressure
- Sonic Riders
- Suikoden Tactics
- Tomb Raider Legend
Trailer:
- 24: The Game

OPS2M Demo 72 Italy

(P) SCED-54180

Contents:
Games:
- Hitman: Blood Money
- OutRun 2006: Coast 2 Coast
- Dragon Quest VIII
- Tomb Raider: Legend
- FIFA Street 2
- Micro Machines V4
- Super Monkey Ball Adventure
- 24: The Game
- Pro Evolution Soccer 5
Trailer:
- SingStar Rocks!

OPS2M Demo 73

(P) SCED-54045

Contents:
Games:
- Ape Escape 3
- Dragon Quest VIII
- FIFA Street 2
- Hitman: Blood Money
- Micro Machines V4
- OutRun 2006: Coast 2 Coast
- Sensible Soccer
- Sonic Riders
- Super Monkey Ball Adventure
- Tomb Raider: Legend
Trailer:
- Metal Gear Solid
- SingStar Rocks!

OPS2M Demo 74 Spain

(P) SCED-54202

Contents:
Games:
- Forbidden Siren 2
- Urban Chaos Unidad Antidisturbios
- SingStar Rocks!
- Play Sports (EyeToy)
- Earache Extreme Metal Racing
- Tomb Raider Legend
- Driver: Parallel Lines
- Fight Night Round 3
Trailer:
- Suikoden V
- Tourist Trophy

OPS2M Demo 74 Italy

(P) SCED-54208

Contents:
Games:
- Forbidden Siren 2
- EyeToy: Play Sports
- SingStar Rocks!
- Earache Extreme Racing
- Sensible Soccer
- MicroMachines V4
- Fight Night Round 3
- Driver: Parallel Lines
- Metal Gear Solid 3: Snake Eater
- Tekken 5
Trailer:
- Suikoden V
- Tourist Trophy
- Short Films: Faccia al Muro
- Nasty Birds

OPS2M Demo 76

(P) SCED-54048

Contents:
Games:
- B-Boy
- Black
- FIFA 06
- Forbidden Siren 2
- Formula One 2006
- LEGO Star Wars 2
- Metal Gear Solid 3: Snake Eater
- Shinobido
- SingStar Rocks!
- Yakuza
Saves:
- 007: Night Fire
- Amplitude
- Auto Modellista
- Beyond Good & Evil
- Chaos Legion
- Enter the Matrix
- Ford Racing 2
- Jak II
- Lord of the Rings: Return of the King
- The Mark of Kri
- Medal of Honor: Rising Sun
- Metal Gear Solid 2
- Primal
- Return to Castle Wolfenstein
- Silent Hill 3
- Star Wars: Bounty Hunter
- Star Wars: The Clone Wars
- Time Splitters 2
- Zone of the Enders: The 2nd Runner

OPS2M Demo 78

(P) SCED-54403

Contents:
Games:
- Bionicle Heroes
- Destroy All Humans! 2
- Lemmings: Classic
- Lemmings With EyeToy
- Made Man
- Need for Speed: Carbon
- The Sims 2
Videos: SOCOM
Trailer:
- 007: Nightfire
- Amplitude
- Auto Modellista
- Chaos Legion
- Enter the Matrix
- Jak II
- The Lord of the Rings: Return of the King
- The Mark of Kri
- Metal Gear Solid 2
- Primal
- Return to Castle Wolfenstein
- Silent Hill 3
- Star Wars: Bounty Hunter
- Star Wars: The Clone Wars
- Timesplitters 2
- Zone of Enders 2: The 2nd Runner

OPS2M Demo 79

(P) SCED-54404

Contents:
Games:
- Bionicle Heroes
- Buzz! Junior: Jungle Party
- Destroy All Humans! 2
- FIFA 07
- LEGO Star Wars
- LEGO Star Wars II
- LMA Manager 2007
- Pro Evolution Soccer 6
Saves:
- 007: Nightfire
- Beyond Good & Evil
- Chaos Legion
- Enter the Matrix
- Jak II: Renegade
- Lord of the Rings: The Return of the King
- Medal of Honor: Rising Sun
- Metal Gear Solid 2
- Return to Castle Wolfenstein
- Silent Hill 3
- Star Wars: Bounty Hunter
- Star Wars: The Clone Wars
- TimeSplitters 2

OPS2M Demo 78 France

(P) SCED-54480

Contents:
Games:
- Lemmings Classic
- Lemmings EyeToy
- The Sims 2
- Made Man
- Bionicle: Heroes
- Need for Speed Carbon
Trailer:
- SOCOM
- Just Cause

OPS2M Demo 86

(P) SCED-54411

Contents:
Games:
- 24: The Game
- Crash Tag Team Racing
- Dark Cloud
- Enthusia Professional Racing
- Everybody's Golf
- Everybody's Tennis
- Fahrenheit
- From Russia With Love
- Ratchet: Gladiator
- Second Sight

OPS2M Demo 97

(P) SCED-55116

Contents:
Games:
- Arthur and the Invisibles
- Bionicle Heroes
- Crash of the Titans
- Dark Cloud
- Harry Potter and the Order of the Phoenix
- Klonoa 2
- Okami
- Tak and the Power of Juju
- The Simpsons: Hit and Run
- The Incredibles: Rise of the Underminer
- Wallace & Gromit: Curse of the Were Rabbit
- We Love Katamari

Official PlayStation 2 Magazine Special Edition 18

(P) SCED-52193

This is a special issue of Official PlayStation 2 Magazine UK.

Contents:
Games:
- Metal Gear Solid 2
- Prince of Persia
- Pro Evolution Soccer 4
- The Getaway
- TimeSplitters 2
- Freedom Fighters
- Ratchet & Clank 2
- Rocky
- Jak 3
- Burnout 3
- Mashed
- ICO
Trailer:
- Grand Theft Auto: Vice City

Official U.S. PlayStation Magazine

Publisher Ziff Davis Media
First issue October 1997
Final issue January 2007

Official U.S. PlayStation Magazine (often abbreviated to OPM) is a now-defunct monthly video game magazine, published by Ziff Davis Media. It was a sister publication of Electronic Gaming Monthly. The magazine focused exclusively on PlayStation hardware, software, and culture, covering the original PlayStation, PlayStation 2, PlayStation 3 and PlayStation Portable. Each issue included a disc that contained playable demos and videos of PlayStation games. The magazine was produced for nearly ten years.

One month after OPM was discontinued, in January 2007, the independent PlayStation magazine PSM became PlayStation: The Official Magazine, replacing OPM as the official magazine focusing on Sony game consoles.

OPM was the first gaming magazine to include a disc that featured playable demos of PlayStation games. Beginning with issue one, each magazine came with a disc containing playable PlayStation game demos and non-playable video footage. Later, interviews, industry event coverage, and video walkthroughs of games would also be included on the discs. Beginning with issue 49 (October 2001), the magazine came with a PlayStation 2 demo disc, though for a time it would still be alternated with original PlayStation demo discs. Issues 50, 52, and 54 were the last issues to include demo discs for the original PlayStation. All of the demo discs were developed by LifeLike Productions, Inc.

OPM had released one PlayStation Portable demo, Killzone Liberation. It was available only with the purchase of retail copies rather than subscription issues. The magazine was discontinued before making the assumed transition to PlayStation 3 demo discs.

Similar international editions of the magazine exist in Sweden, Finland, the United Kingdom, the Republic of Ireland, Germany, France, Italy, Spain, Belgium, Portugal, Brazil and Australia. The Belgian edition is also published in the Netherlands.

The Australian edition was originally published by Next Media bi-monthly, but eventually became a monthly magazine. APC published the magazine after issue 18.

OPS2M Demo 049

Release date October 2001
(U) SCUS-97158

This disc contains a video of Silent Hill 2. Audio of an interview with Sato is put on top of the video.

OPS2M Demo 051

(U) SCUS-97165

Contents:
Games:
- *Extermination*
- *Gallop Racer 2001*
- *Kinetica*
- *NBA Street*

Trailer:
- *Final Fantasy X*
- *Formula One 2001*
- *Jak and Daxter: The Precursor Legacy*
- *Blood Omen 2 (includes the introductory FMV from Blood Omen 2)*
- *Thunderstrike: Operation Phoenix*

Behind the Scenes:
- *ICO*
- *Jak and Daxter: The Precursor Legacy*
- *Kinetica*
- *NFL GameDay 2002*

OPS2M Demo 053

(U) SCUS-97176

OPS2M Demo 055

Release date April 2002
(U) SCUS-97181

This disc includes a playable version of Soul Reaver 2, and a lengthy preview of Blood Omen 2 including interviews with some of the crew.

OPS2M Demo 056

Release date 2002
(U) SCUS-97182

The disc came included with the magazine, without a sleeve. It contains a Fatal Frame event center video. Journalists gathered at a haunted house in the USA for a promo event hosted by Tecmo, where they were told ghost stories and got to play the game. Game footage is mixed in with the video. The video appears to have been produced by the magazine, but clearly in cooperation with Tecmo for inclusion on the demo disc.

"crimson-ceremony.net"

OPS2M Demo 057

Release date June 2002
(U) SCUS-97183

This disc contains a playable Fatal Frame demo.

OPS2M Demo 058

Release date July 2002
(U) SCUS-97184

OPS2M Demo 059

Release date August 2002
(U) SCUS-97185

Contents:
Games:
- *Street Hoops*
- *Taz Wanted*
- *Freekstyle*
- *Ultimate Fighting Championship: Throwdown*
- *Stuntman*
- *Sled Storm*
- *Britney's Dance Beat*

Videos:
- *Mat Hoffman's Pro BMX 2*
- *Kingdom Hearts*
- *Dragon's Lair 3D*
- *Test Drive*

Features:
- *Virtua Fighter 4 (Behind The Scenes)*
- *Ultimate Fighting Championship: Throwdown (Behind The Scenes)*
- *The Making of scea.com (featurette)*

Replays:
- *Grand Theft Auto III (cool move)*
- *Maximo: Ghosts to Glory*
- *Drakan: The Ancients' Gates (cool move)*
- *Max Payne (cool move)*
- *High Heat Major League Baseball 2002 (save file)*
- *Splashdown (save file)*

OPS2M Demo 060

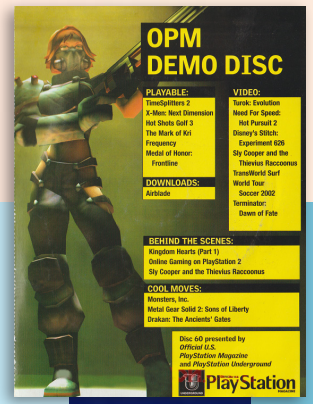
Release date September 2002
(U) SCUS-97186

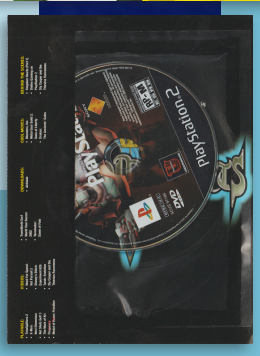
Contents:
Games:
- *X-Men: Next Dimension*
- *The Mark of Kri*
- *Hot Shots Golf 3*
- *Frequency*
- *Medal of Honor Frontline*
- *TimeSplitters 2*

Videos:
- *TransWorld Surf*
- *World Tour Soccer 2002*
- *The Terminator: Dawn of Fate*
- *Need for Speed: Hot Pursuit 2*
- *Turok: Evolution*
- *Disney's Stitch: Experiment 626*
- *Sly Cooper and the Thievius Raccoonus*

Features:
- *Kingdom Hearts (Behind-The-Scenes, Part 1)*
- *Wild Arms 3 (Behind-The-Scenes)*
- *Sly Cooper and the Thievius Raccoonus (Behind-The-Scenes)*
- *On-line Gaming with PlayStation 2 (featurette)*

Replays:
- *Monsters, Inc. (cool move)*
- *Metal Gear Solid 2: Sons of Liberty (cool move)*
- *Drakan: The Ancients' Gates (cool move)*
- *AirBlade (save file)*





OPS2M Demo 061

Release date October 2002
(U) SCUS-97187

Contents:
Games:
- *Need for Speed: Hot Pursuit 2*
- *Summoner 2*
- *Spyro: Enter the Dragonfly*
- *Downforce*
- *Drakan: The Ancients' Gates*
- *The Mark of Kri*
- *Robot Alchemic Drive*

Videos:
- *Disney's Treasure Planet*
- *Kelly Slater's Pro Surfer*
- *Superman: Shadow of Apokolips*
- *Kingdom Hearts*

Features:
- *Wild Arms 3 (Behind The Scenes)*
- *Kingdom Hearts (Behind The Scenes, part 2)*
- *On-Line Gaming @ E3 (profile - SOCOM, Madden)*
- *Tony Hawk's BOOM BOOM HUCK-JAM (featurette on the skate tour)*

Replays:
- *Knockout Kings 2002 (cool move)*
- *Pac-Man World 2 (cool move)*
- *RedCard 20-03 (save file)*
- *Ecco the Dolphin: Defender of the Future (save file)*
- *Britney's Dance Beat (save file)*

OPS2M Demo 062

Release date November 2002
(U) SCUS-97188

Contents:
Games:
- *Wild Arms 3*
- *Sly Cooper and the Thievius Raccoonus*
- *Silent Scope 3*
- *DDRMAX: Dance Dance Revolution*
- *Dual Hearts*
- *MX Superfly*
- *Red Faction*
- *Dr. Muto*
- *Hitman 2: Silent Assassin*

Videos:
- *Ratchet & Clank*
- *Contra: Shattered Soldier*
- *.hack//Infection Part 1*
- *Tony Hawk's Pro Skater 4*
- *Lara Croft Tomb Raider: The Angel of Darkness*

Features:
- *Ratchet & Clank (Behind The Scenes)*
- *NCAA GameBreaker 2003 (Behind The Scenes)*
- *.hack//Infection Part 1 (Behind The Scenes)*
- *Lara Croft Tomb Raider: The Angel of Darkness (Interview)*
- *Tommy Tallarico (Interview)*

Replays:
- *Pac-Man World 2 (cool move)*
- *Shifters (cool move)*
- *Metal Gear Solid 2: Sons of Liberty (cool move)*
- *Medal of Honor Frontline (save file)*
- *Scooby-Doo! Night of 100 Frights (save file)*

OPS2M Demo 063

Release date December 2002
(U) SCUS-97189

Contents:
Games:
- *Primal*
- *Disney's Treasure Planet*
- *NCAA Football 2003*
- *Tony Hawk's Pro Skater 4*
- *Superman: Shadow of Apokolips*
- *Ty the Tasmanian Tiger*
- *Suikoden III*
- *Rally Fusion: Race of Champions*
- *Contra: Shattered Soldier*

Videos:
- *Rygar: The Legendary Adventure*
- *BloodRayne*
- *WWE SmackDown! Shut Your Mouth*
- *Grandia Xtreme*

Features:
- *Primal (special features - The Balance between Order and Chaos, Exploring Primal, Breathing Life into the Characters, 16 Volt-The music of Primal)*
- *Robot Alchemic Drive (Behind The Scenes)*
- *Sly Cooper and the Thievius Raccoonus (Behind The Scenes)*

Replays:
- *Aggressive Inline (cool move)*
- *Tiger Woods PGA Tour 2002 (cool move)*
- *Metal Gear Solid 2: Sons of Liberty (cool move)*
- *GTC Africa (save file)*
- *Headhunter (save file)*

OPS2M Demo 064

Release date January 2003
(U) SCUS-97190

Contents:
Games:
- SOCOM: U.S. Navy SEALs
- War of the Monsters
- Rygar: The Legendary Adventure
- Burnout 2: Point of Impact
- Shinobi
- Legaia 2: Duel Saga
- Minority Report: Everybody Runs
- Haven: Call of the King
- Reign of Fire
- Tiger Woods PGA Tour 2003
Videos:
- The Getaway
Features:
- Ratchet & Clank (Behind The Scenes)
- Jet X2O (Behind The Scenes)
Replays:
- The Mark of Kri (cool move)
- Freekstyle (cool move)
- Dynasty Warriors 3 (save file)
- Men in Black II: Alien Escape (save file)

OPS2M Demo 065

Release date February 2003
(U) SCUS-97191

Contents:
Games:
- Dark Cloud 2
- NBA ShootOut 2003
- Ratchet & Clank
- ATV Quad Power Racing 2
- Black & Bruised
- RLH: Run Like Hell
- Wakeboarding Unleashed Featuring Shaun Murray
- Def Jam Vendetta
- The Getaway
Videos:
- 007: NightFire
- Grand Theft Auto: Vice City
Features:
- The Getaway (special - Recreating London, Storyline, Technology, Game Mechanics)
- War of the Monsters (Behind The Scenes)
- Red Faction II (Behind The Scenes)
Replays:
- Evolution Skateboarding (cool move)
- NHL Hitz 2003 (cool move)
- Romance of the Three Kingdoms VII (cool move)
- Gravity Games Bike: Street Vert Dirt (cool move)
- Wild Arms 3 (cool move)
- Stuntman (save file)
- Aggressive Inline (save file)

OPS2M Demo 066

Release date March 2003
(U) SCUS-97241

Contents:
Games:
- Jet X2O
- NHL FaceOff 2003
- Zone of the Enders: The 2nd Runner
- Pride FC: Fighting Championships
- All-Star Baseball 2003
- NASCAR Thunder
- The King of Route 66
- Tenchu: Wrath of Heaven
- Rocky
- Battle Engine Aquila
Videos:
- Xenosaga
Features:
- World Tour Soccer 2003 (Behind The Scenes)
- Lara Croft Tomb Raider: The Angel of Darkness (Behind The Scenes)
Replays:
- Shinobi (cool move)
- Whirl Tour (cool move)
- 007: NightFire (cool move)
- Tekken 4 (save file)
- Test Drive (save file)
- .hack//Infection Part 1 (save file)

OPS2M Demo 067

Release date April 2003
(U) SCUS-97242

Contents:
Games:
- NCAA Final Four 2003
- Amplitude
- ATV Offroad Fury 2
- Rayman 3: Hoodlum Havoc
- WWE SmackDown! Shut Your Mouth
- Zapper
Videos:
- Vexx
Features:
- Rise to Honor (Behind The Scenes)
- EverQuest Online Adventures (Behind The Scenes)
Replays:
- Dr. Muto (cool move)
- Grand Theft Auto III (cool move)
- Tony Hawk's Pro Skater 4 (cool move)
- Disney's Treasure Planet (cool move)
- Mike Tyson Heavyweight Boxing (save file)
- SkyGunner (save file)

OPS2M Demo 068

Release date May 2003
(U) SCUS-97243

Contents:
Games:
- My Street
- Def Jam Vendetta
- World Soccer Winning Eleven 6 International
- NBA Live
- Tom Clancy's Splinter Cell
- Grand Prix Challenge
- High Heat Major League Baseball 2004
Videos:
- Alter Echo
- Metal Gear Solid 2: Substance
- NBA Street Vol. 2
Features:
- Amplitude (Behind-The-Scenes)
- EA Sports BIG (Behind-The-Scenes)
- NBA Street Vol. 2 (Behind-The-Scenes)
- Def Jam Vendetta
Replays:
- Hitman 2: Silent Assassin (cool move)
- Grand Theft Auto: Vice City (cool move)
- WWE SmackDown! Shut Your Mouth (cool move)
- Tony Hawk's Pro Skater 4 (save file)

OPS2M Demo 069

Release date June 2003
(U) SCUS-97244

Contents:
Games:
- World Tour Soccer 2003
- High Heat Major League Baseball 2004
- Smash Cars
- War of the Monsters
- Rocky
- Pride FC: Fighting Championships
- X-Men: Next Dimension
- Black & Bruised
Videos:
- MLB Slugfest 20-04
- Enter the Matrix
Features:
- Hunter: The Reckoning Wayward (Behind-The-Scenes)
Replays:
- The Lord of the Rings: The Two Towers (cool move)
- Devil May Cry 2 (cool move)
- HSX HyperSonic.Xtreme (cool move)
- Rayman 3: Hoodlum Havoc (cool move)
- The Lord of the Rings: The Two Towers (save file)
- Silent Scope 3 (save file)
- 007: NightFire (save file)

OPS2M Demo 070

Release date July 2003
(U) SCUS-97245

Contents:
Games:
- MLB
- Freaky Flyers
- Dynasty Warriors 4
- NBA Street Vol. 2
Videos:
- Syphon Filter: The Omega Strain
- Finding Nemo
- Gladius, Hunter: The Reckoning Wayward
Features:
- Downhill Domination (Inside The Game)
- Wakeboarding Unleashed Featuring Shaun Murray (Inside The Game)
- Lara Croft Tomb Raider: The Angel of Darkness (Inside The Game)
Replays:
- Gungrave (cool move)
- WWE Smackdown (cool move)
- Sly Cooper and the Thievius Raccoonus (cool move)
- Terminator 3: Rise of the Machines (cool move)
- Tiger Woods PGA Tour 2003 (save file)
- Minority Report: Everybody Runs (save file)

OPS2M Demo 071

Release date August 2003
(U) SCUS-97246

Contents:
Games:
- Arc the Lad: End of Darkness
- MLB Slugfest 20-04
- Splashdown: Rides Gone Wild
- Gladius
- Silent Line: Armored Core
- Ape Escape 2
- Alter Echo
- Fugitive Hunter: War on Terror
Videos:
- Wallace & Gromit in Project Zoo
- Return to Castle Wolfenstein: Operation Resurrection
- Sphinx and the Cursed Mummy
- Silent Hill 3
- Unlimited Saga
Features:
- Medal of Honor (Inside The Game)
- Hunter: The Reckoning Wayward (Inside The Game)
- Hulk (Inside The Game)
Replays:
- Robotech: Battlecry (cool move)
- Sly Cooper (cool move)
- Star Wars Bounty Hunter (cool move)
- Tony Hawk's Pro Skater 4 (cool move)
- Star Wars Bounty Hunter (save file)
- Clock Tower 3 (save file)
- NHL 2003 (save file)

OPS2M Demo 072

Release date September 2003
(U) SCUS-97247

Contents:
Games:
- SoulCalibur 2
- Hunter: The Reckoning Wayward
- Silent Hill 3
- XGRA: Extreme-G Racing Association
- Return to Castle Wolfenstein: Operation Resurrection
- Sphinx and the Cursed Mummy
- ESPN NFL Football
- Warhammer 40,000: Fire Warrior
Videos:
- True Crime
- Rise to Honor
- Jak II
Features:
- Medal of Honor (Inside The Game, part 2)
- Eye Toy (Inside The Game)
- Buffy the Vampire Slayer: Chaos Bleeds (Inside The Game)
- Enter the Matrix (Inside The Game)
Replays:
- Dark Cloud 2 (cool move)
- Harvest Moon: A Wonderful Life Special Edition (cool move)
- Primal (cool move)
- The Getaway (cool move)
- Stuntman (cool move)
- Armored Core 3 (save file)
- ESPN Major League Baseball (save file)
- Whirl Tour (save file)

OPS2M Demo 073

Release date October 2003
(U) SCUS-97248

Contents:
Games:
- True Crime
- Hulk
- SSX 3
- RoadKill
- ESPN NHL Hockey
- Ratchet & Clank: Going Commando
Videos:
- Ratchet & Clank: Going Commando
- ESPionage
- Tak and the Power of Juju
- Whiplash
- XIII
- True Crime
- Cy Girls
Features:
- Gran Turismo 4 (GT 4 Unveiled)
- Medal of Honor (Inside the Game, part 3)
- Jak II (Inside the Game)
- Final Fantasy XI (Inside the Game)
Replays:
- ATV Offroad Fury 2 (cool move)
- Enter the Matrix (cool move)
- NBA Street Vol. 2 (cool move)
- Resident Evil (cool move)
- Tenchu: Wrath of Heaven (save files)
- Rocky (save file)

OPS2M Demo 074

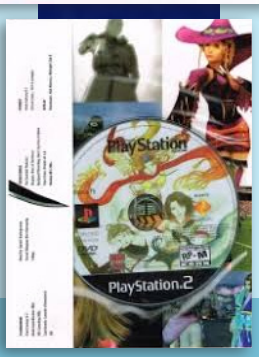
Release date November 2003
(U) SCUS-97249

Contents:
Games:
- Downhill Domination
- Kill.switch
- ESPN NBA Basketball
- Tiger Woods PGA Tour 2004
- Cy Girls
- Prince of Persia: The Sands of Time
- Chaos Legion
- Tak and the Power of Juju
- Pitfall Harry
Videos:
- Spy Hunter 2
- Final Fantasy X-2
- Jak II
Features:
- Final Fantasy X-2 (Inside The Game - E3)
Replays:
- Primal (cool move)
- Amplitude (cool move)
- Xenosaga (cool move)
- Hulk (cool move)
- Ape Escape 2 (cool move)
- Gungrave (save file)
- Wreckless: The Yakuza Missions (save file)

OPS2M Demo 075

Release date December 2003
(U) SCUS-97249

Contents:
Games:
- NCAA GameBreaker 2004
- NFL GameDay 2004
- Final Fantasy X-2
- Castlevania: Lament of Innocence
- Need For Speed
- Secret Weapons Over Normandy
- I-Ninja
Videos:
- The Haunted Mansion
- Disgaea: Hour of Darkness
- Backyard Wrestling: Don't Try This at Home
- Final Fantasy X-2
Features:
- Final Fantasy X-2 Eternal Calm (video special)
- Final Fantasy X-2 prologue
- The Haunted Mansion (behind the scenes of the movie)
Replays:
- Mad Maestro! (save file)
- Midnight Club II (save file)



OPS2M Demo 076

Release date January 2004
(U) SCUS-97251

Contents:
Games:
- *SOCOM II: U.S. Navy SEALs*
- *Rise to Honor*
- *Disney's Extreme Skate Adventure*
- *ESPN College Hoops*
- *Freedom Fighters*
- *Jimmy Neutron Boy Genius*
- *Madden NFL 2004*
- *NCAA Football 2004*
- *Whiplash, Conflict: Desert Storm II - Back to Baghdad*
- *R-Type Final*
- *Teenage Mutant Ninja Turtles: Turtle Power*

Videos:
- *Kya: Dark Lineage*
- *James Bond 007: Everything or Nothing*
- *Final Fantasy X-2 (special)*

Features:
- *Final Fantasy X-2 Eternal Calm (video special)*
- *FF X-2 prologue (video special)*

Replays:
- *Dragon Ball Z: Budokai (save file)*
- *Ape Escape 2 (save file)*

OPS2M Demo 077

Release date February 2004
(U) SCUS-97252

The disc contains a Fatal Frame 2 Crimson Butterfly PR event video. The video features western journalists visiting a location in Japan to play the game, developer interviews, and game footage.

Contents:
Games:
- *Crash Nitro Kart*
- *Backyard Basketball*
- *NHL Hitz Pro*
- *Kao the Kangaroo Round 2*
- *Space Channel 5: Special Edition*
- *Maximo vs. Army of Zin*
- *FIFA Soccer 2004*
- *Nightshade*
- *Wrath Unleashed*
- *MTX Mototrax*
- *Goblin Commander: Unleash the Horde*
- *Syphon Filter: The Omega Strain*

Videos:
- *NFL Street*
- *DRIV3R*
- *Mobile Suit Gundam: Encounters in Space*

Features:
- *Final Fantasy XI*
- *SOCOM 2*
- *Fatal Frame II: Crimson Butterfly*

Replays:
- *Buffy the Vampire Slayer: Chaos Bleeds (save file)*
- *Hulk (save file)*

OPS2M Demo 078

Release date March 2004
(U) SCUS-97331

Contents:
Games:
- *Beyond Good and Evil*
- *NFL Street*
- *Metal Arms: Glitch in the System*
- *UFC: Sudden Impact*
- *Champions of Norrath*
- *James Bond 007: Everything or Nothing*
- *Drakengard*

Videos:
- *.hack//Quarantine Part 4*
- *Firefighter F.D. 18*
- *MX Unleashed*

Features:
- *The Suffering (Inside The Game)*
- *Gran Turismo 4 (Track GT4 - first look)*

Replays:
- *Enter the Matrix (cool move)*
- *Splinter Cell (cool move)*
- *SVC Chaos: SNK vs. Capcom (cool move)*
- *Jak II (cool move)*
- *Tak and the Power of Juju (cool move)*
- *Disney's Extreme Skate Adventure (save file)*
- *Splashdown: Rides Gone Wild (save file)*

OPS2M Demo 079

Release date April 2004
(U) SCUS-97332

Contents:
Games:
- *World Soccer Winning Eleven 7 International*
- *Castlevania: Lament of Innocence*
- *Firefighter F.D. 18*
- *Harry Potter: Quidditch World Cup*
- *Tom Clancy's Ghost Recon: Jungle Storm*
- *Lifeline*
- *ChainDive (Special Japanese Import)*

Videos:
- *La Pucelle: Tactics*
- *All-Star Baseball 2005*

Features:
- *Final Fantasy XI (part 2)*
- *Gran Turismo 4 (Track GT4 - trailer)*
- *Logitech USB Headset*
- *The Making of Harry Potter: Quidditch World Cup*

Replays:
- *Jak II (cool move)*
- *Starsky & Hutch (cool move)*
- *Freaky Flyers (save file)*
- *DDRMAX2 Dance Dance Revolution (save file)*

OPS2M Demo 080

Release date May 2004
(U) SCUS-97333

Contents:
Games:
- *Terminator 3: The Redemption*
- *Fight Night 2004*
- *Tom Clancy's Rainbow Six 3*
- *Cy Girls*
- *Syphon Filter: The Omega Strain*
- *EyeToy tech demos*

Videos:
- *Psi-Ops: The Mindgate Conspiracy*
- *Hitman: Contracts*
- *Alias*
- *All-Star Baseball 2005*

Features:
- *EyeToy: Groove (Inside the Groove)*
- *Gamer Profile (Robin Wilson, lead singer of Gin Blossoms)*
- *Gran Turismo 4 (Track GT4 - SEMA - GT Awards, SEMA - Follow a Judge)*

Replays:
- *The Simpsons: Hit & Run (cool move)*
- *Tom Clancy's Splinter Cell (cool move)*
- *Kill.switch (save file)*
- *Teenage Mutant Ninja Turtles (save file)*

OPS2M Demo 081

Release date June 2004
(U) SCUS-97334

Contents:
Games:
- *Alias*
- *Front Mission 4*
- *Future Tactics: The Uprising*
- *MX Unleashed*
- *NBA ShootOut 2004*
- *Psi-Ops: The Mindgate Conspiracy*
- *Transformers*

Videos:
- *DRIV3R*
- *Gran Turismo 4*
- *Onimusha 3: Demon Siege*
- *Robota*
- *Samurai Warriors*
- *Siren*

Features:
- *Gran Turismo 4 (Track GT4: Polyphony Digital Profile)*

Replays:
- *Castlevania: Lament of Innocence (cool move)*
- *Fatal Frame (cool move)*
- *Jak II (cool move)*
- *R: Racing Evolution (cool move)*
- *True Crime: Streets of LA (save file)*
- *Deer Hunter (save file)*

OPS2M Demo 082

Release date July 2004
(U) SCUS-97335

Contents:
Games:
- *Scooby-Doo! Mystery Mayhem*
- *MVP Baseball 2004*
- *Ribbit King*
- *MLB SlugFest: Loaded*
- *Smash TV (Midway Arcade Classics)*
- *Paperboy (Midway Arcade Classics)*

Videos:
- *Metal Gear Solid 3: Snake Eater*
- *Bujingai: The Forsaken City*
- *Way of the Samurai 2*
- *Sly 2: Band of Thieves*

Features:
- *Profile of Hideo Kojima (Inside the Game)*
- *Arcade Classics (Inside the Game)*
- *Sly 2: Band of Thieves (Inside the Game)*
- *The Making of Gran Turismo 4*

OPS2M Demo 083

Release date August 2004
(U) SCUS-97336

Contents:
Games:
- *NBA Ballers*
- *Mission: Impossible: Operation Surma*
- *World Tour Soccer 2005*
- *The Red Star*
- *Serious Sam: Next Encounter*
- *Galactic Wrestling: Featuring Ultimate Muscle*
- *Siren*

Features:
- *Harry Potter and the Prisoner of Azkaban (Inside The Game)*
- *Metal Gear Solid 3: Snake Eater (Camoflage Event Demo)*
- *Track Gran Turismo 4 (development profile)*
- *The Biggest PlayStation 2 Fan Contest*
- *Gamer Profile - The Crystal Method*
- *Run the Gauntlet - Driv3r Movie Short*
- *I, Robot Movie Commercial*

OPS2M Demo 084

Release date August 2004
(U) SCUS-97337

Contents:
Games:
- *Echo Night: Beyond*
- *Burnout 3: Takedown*
- *Van Helsing*
- *Test Drive: Eve of Destruction*
- *Athens 2004*
- *Astro Boy*

Videos:
- *Street Racing Syndicate*
- *Star Wars: Battlefront*
- *Area 51*
- *Forgotten Realms: Demon Stone*
- *Ace Combat 5: The Unsung War*
- *Uoh! (import)*

Features:
- *Gran Turismo 4 ("Track GT4" featurette)*
- *Hot Shots Golf Fore! ("Inside The Game")*
- *Star Wars: Battlefront ("Inside The Game")*
- *Metal Gear Solid 3: Snake Eater ("Inside The Game")*
- *Cold ("With My Mind" music video from Psi-Ops)*

OPS2M Demo 085

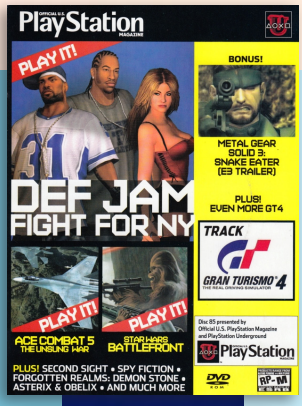
Release date October 2004
(U) SCUS-97338

Contents:
Games:
- *Def Jam: Fight for NY*
- *Star Wars: Battlefront*
- *Forgotten Realms: Demon Stone*
- *Ace Combat 5: The Unsung War*
- *Asterix & Obelix: Kick Buttix*
- *Second Sight*
- *Spy Fiction*

Videos:
- *Metal Gear Solid 3: Snake Eater (E3 trailer)*
- *Silent Hill 4: The Room*
- *Neo Contra*
- *Shin Megami Tensei: Nocturne*
- *Call of Duty: Finest Hour*
- *NASCAR 2005: Chase for the Cup*

Features:
- *Playboy: The Mansion (Inside The Game)*
- *Gamer Profile*
- *PlayStation @ E3*
- *Gran Turismo 4 (Track GT4 - E3 Trailer)*

Replays:
- *Tony Hawk's Underground (cool move)*
- *Onimusha 3: Demon Siege (cool move)*
- *Fight Night 2004 (save file)*



OPS2M Demo 086

Release date November 2004
(U) SCUS-97339

Contents:
Games:
- *Metal Gear Solid 3: Snake Eater*
- *Area 51*
- *Silent Hill 4: The Room*
- *Neo Contra*
- *Robotech: Invasion*
- *Tak 2: The Staff of Dreams*
- *Need for Speed Underground 2*
- *Crash Twinsanity*
- *Fight Club*
- *Ratchet & Clank: Up Your Arsenal*
- *Ghost in the Shell: Stand Alone Complex*

Videos:
- *Monster Hunter*

Features:
- *ATV Offroad Fury 3 (Inside The Game)*
- *EyeToy: AntiGrav (Inside The Game)*
- *Killzone (Inside The Game - E3 Profile)*
- *Call of Duty (Making-Of)*
- *Gran Turismo 4 (Track GT4 - Online Features profile)*

OPS2M Demo 087

Release date December 2004
(U) SCUS-97340

Contents:
Games:
- *The Incredibles*
- *The Fairly OddParents! Breakin' Da Rules*
- *Spyro: A Hero's Tail*
- *Suikoden IV*
- *King Arthur*
- *Under the Skin*
- *Jak 3*
- *Killzone*
- *The Dukes of Hazzard: Return of the General Lee*

Videos:
- *Mortal Kombat: Deception*
- *SD Gundam Force: Showdown!*
- *Ratchet & Clank: Up Your Arsenal*

Features:
- *SOCOM II: U.S. Navy SEALs (Inside the Game - Bootcamp / Teaser Video)*
- *The Lord of the Rings*
- *The Third Age (Inside The Game)*

Downloads:
- *SOCOM II: U.S. Navy SEALs (downloadable stage for PlayStation 2 HDD - After Hours)*

OPS2M Demo 088

Release date January 2005
(U) SCUS-97341

Contents:
Games:
- *MTV Music Generator 3: This Is the Remix*
- *ATV Offroad Fury 3*
- *Mega Man X8*
- *Viewtiful Joe 2*
- *Prince of Persia: Warrior Within*
- *Street Racing Syndicate*
- *Teenage Mutant Ninja Turtles 2: Battle Nexus*
- *Champions: Return to Arms*

Videos:
- *Gretzky NHL 2005*
- *Grand Theft Auto: San Andreas*
- *Godzilla: Save the Earth*
- *Nano Breaker*
- *Ghost in the Shell: Stand Alone Complex*
- *Shadow Hearts*
- *Time Crisis: Crisis Zone*

Features:
- *SOCOM II: U.S. Navy SEALs (Inside the Game - Bootcamp / Teaser Video)*
- *Killzone (Inside The Game)*
- *The Getaway: Black Monday (Inside The Game)*

Downloads:
- *SOCOM II (downloadable stage for PlayStation 2 HDD - Liberation)*

OPS2M Demo 089

Release date February 2005
(U) SCUS-97342

Contents:
Games:
- *Virtua Quest*
- *Sega Superstars*
- *Fullmetal Alchemist and the Broken Angel*
- *Sly 2: Band of Thieves*

Videos:
- *The Punisher*
- *S.L.A.I.: Steel Lancer Arena International*
- *Midnight Club 3: DUB Edition*
- *Ys: The Ark of Napishtim*
- *Death by Degrees*
- *Xenosaga*
- *Tekken 5*
- *Area 51*

Features:
- *SOCOM II: U.S. Navy SEALs (Bootcamp - Part 2)*
- *Viewtiful Joe (Inside the Game)*
- *Area 51 (Inside the Game)*
- *Tekken 5 (Inside the Game)*
- *Tony Hawk's Underground (Inside the Game)*
- *Game Profile - Saul Villegas*

Replays:
- *Asterix & Obelix: Kick Buttix (cool move)*
- *Hot Shots Golf Fore! (cool move)*
- *Mega Man Anniversary Collection (save file)*

Downloads:
- *SOCOM II (downloadable stage for PlayStation 2 HDD - Last Bastion)*

OPS2M Demo 090

Release date March 2005
(U) SCUS-97442

Contents:
Games:
- *Area-51*
- *SOCOM II*
- *The Punisher*
- *ESPN NHL 2K5*
- *Ys: The Ark of Napishtim*
- *Death by Degrees*
- *Musashi: Samurai Legend*
- *World Soccer Winning Eleven 8 International*
- *The SpongeBob SquarePants Movie*
- *S.L.A.I.: Steel Lancer Arena International*

Videos:
- *Mercenaries*
- *Champions: Return to Arms*
- *Hot Shots Golf Fore!*
- *Stolen*
- *NFL Street 2*
- *Tenchu: Fatal Shadows*

Features:
- *SOCOM II (exclusive maps plus unlockable content)*
- *Classic Game Expo (featurette)*
- *PlayStation Big Hook-Up (featurette, part 1)*
- *Game Profile (featurette)*

Replays:
- *Hot Shots Golf Fore! (cool move)*
- *MLB Slugfest (cool move)*

OPS2M Demo 091

Release date April 2005
(U) SCUS-97443

Contents:
Games:
- Enthusia Professional Racing
- Shadow of Rome
- Cold Winter
- Tenchu: Fatal Shadows
- Shining Tears
Videos:
- Kessen III
- Full Spectrum Warrior
Features:
- Ape Escape: On The Loose (PSP Inside The Game)
- God of War (Inside The Game part 2)
- Project Snowblind (trailer)
- The Godfather (teaser)
- Midnight Club 3: DUB Edition (trailer)
- PlayStation Big Hook-Up (video feature part 2)

OPS2M Demo 092

Release date May 2005
(U) SCUS-97444

Contents:
Games:
- Darkwatch
- Full Spectrum Warrior
Videos:
- Devil May Cry 3: Dante's Awakening
- Psychonauts
- Star Wars Episode III: Revenge of the Sith
- Yourself!Fitness
- Darkwatch
Features:
- Metal Gear Acid (Inside the Game)
- Untold Legends (Inside the Game)
- Audio Special (Audio Simulator - LifeLike Demo, Audio Story - Dialogue and Music - Video, Audio Story - Sound Design - Video Commercials)
Replays:
- Gungrave: Overdose (save file)
- Psi-Ops: The Mindgate Conspiracy (save file)

OPS2M Demo 093

Release date June 2005
(U) SCUS-97445

Contents:
Games:
- Delta Force: Black Hawk Down
- Fight Night Round 2
- Juiced
- Lego Star Wars
- DreamWorks Madagascar
- Mobile Suit Gundam: Gundam vs. Zeta Gundam
- Star Wars: Battlefront
- Star Wars: Jedi Starfighter
- Stolen
Videos:
- Destroy All Humans!
- 25 to Life
- MX vs. ATV Unleashed
- Dynasty Warriors 5
- Full Sail (commercial)
- PS2 Cordless Controller (commercial)
Features:
- Hot Shots Golf PSP (Inside The Game)
- Camp Woodward (featurette)
Replays:
- BloodRayne 2 (save file)
- Second Sight (save file)

OPS2M Demo 094

Release date July 2005
(U) SCUS-97446

Contents:
Games:
- Arc the Lad (Classic RPG)
- Final Fantasy X-2 (Classic RPG)
- FlatOut
- God of War
- MLB 06: The Show
- Mobile Suit Gundam: Gundam vs. Zeta Gundam
Videos:
- Killer7
- Makai Kingdom: Chronicles of the Sacred Tome
- Fantastic 4
- PS2 Controller (Video Demo)
Features:
- Twisted Metal PSP (Inside The Game)
Replays:
- Rumble Roses (All characters unlocked)
- Teenage Mutant Ninja Turtles (All characters unlocked)

OPS2M Demo 095

Release date August 2005
(U) SCUS-97447

Contents:
Games:
- Destroy All Humans!
- Flipnic: Ultimate Pinball
- Fullmetal Alchemist 2: Curse of the Crimson Elixir
- Mortal Kombat: Shaolin Monks
- Prince of Persia: The Sands of Time
- Prince of Persia: Warrior Within
Videos:
- Coded Arms
- 25 to Life (new trailer)
Features:
- Fantastic 4 (Inside The Game)
- Twisted Metal PSP (Inside The Game, part two)
Replays:
- Gran Turismo 4 (cool move)
- Ratchet & Clank: Up Your Arsenal (cool move)
- Godzilla: Save the Earth (save file)

OPS2M Demo 096

Release date September 2005
(U) SCUS-97448

Contents:
Games:
- The Incredible Hulk: Ultimate Destruction
- Beat Down: Fists of Vengeance
- Psychonauts
- Mortal Kombat: Shaolin Monks
- Evil Dead: Regeneration
Videos:
- L.A. Rush
- Gauntlet: Seven Sorrows
- Hitman: Blood Money
- Tomb Raider: Legend
- X-Men Legends II: Rise of Apocalypse
- Colosseum: Road to Freedom
- One Piece: Grand Battle
Features:
- Mortal Kombat: Shaolin Monks (Inside The Game)
- Final Fantasy Advent Children (preview featurette)
- Gamer Advisory Panel E3 Correspondents (Auditions)
Replays:
- Robots (save file)

OPS2M Demo 097

Release date October 2005
(U) SCUS-97449

Contents:
Games:
- Burnout Revenge
- L.A. Rush
- Legend of Kay
- One Piece: Grand Battle
- Shadow of the Colossus
- The Suffering: Ties That Bind
Videos:
- Indigo Prophecy
- Blitz: The League
- MotoGP 4
- Radiata Stories
- S.L.A.I.: Steel Lancer Arena International
- Star Wars: Battlefront II
Features:
- Gamer Advisory Panel Correspondents at E3 (featurette)
- GAP at SCEA Press Conference (featurette)

OPS2M Demo 098

Release date July 2005
(U) SCUS-97450

Contents:
Games:
- Arc the Lad (Classic RPG)
- Final Fantasy X-2 (Classic RPG)
- FlatOut
- God of War
- MLB 06: The Show
- Mobile Suit Gundam: Gundam vs. Zeta Gundam
Videos:
- Killer7
- Makai Kingdom: Chronicles of the Sacred Tome
- Fantastic 4
- PS2 Controller (Video Demo)
Features:
- Twisted Metal PSP (Inside The Game)
Replays:
- Rumble Roses (All characters unlocked)
- Teenage Mutant Ninja Turtles (All characters unlocked)

OPS2M Demo 099

Release date December 2005
(U) SCUS-97451

Contents:
Games:
- *Peter Jackson's King Kong: The Official Game of the Movie*
- *Jak X: Combat Racing*
- *Ratchet: Deadlocked*
- *Need for Speed Most Wanted*
- *Dragon Quest VIII*
- *The Chronicles of Narnia: The Lion, The Witch and The Wardrobe*
- *Total Overdose: A Gunslinger's Tale in Mexico*
- *Karaoke Revolution Party*
- *Dance Dance Revolution Extreme 2*
- *Shining Force Neo*
- *Brothers in Arms: Earned in Blood*

Videos:
- *Ultimate Spider-Man*
- *Magna Carta: Tears of Blood*
- *Toonami (Cartoon Network ad)*

Features:
- *Marc Ecko's Getting Up: Contents Under Pressure (Inside The Game)*
- *Jak X: Combat Racing (Inside The Game)*

Replays:
- *God of War (save file)*
- *Lego Star Wars (save file)*

OPS2M Demo 100

Release date January 2006
(U) SCUS-97452

Contents:
Games:
- *Castlevania: Curse of Darkness*
- *Conflict: Global Terror*
- *From Russia With Love*
- *Neopets: The Darkest Faerie*
- *NHL 2K6*
- *Pac-Man World 3*
- *The Matrix: Path of Neo*
- *DreamWorks Shrek SuperSlam*
- *Spartan: Total Warrior*
- *The Incredibles: Rise of the Underminer*
- *The Sims 2*
- *We Love Katamari*

Videos:
- *Gun*
- *True Crime: New York City*

Features:
- *Jak X: Combat Racing (Inside The Game, Part 2)*
- *The Warriors (Inside The Game)*

Replays:
- *Mobile Suit Gundam: Gundam vs. Zeta Gundam (save file)*

OPS2M Demo 101

Release date February 2006
(U) SCUS-97453

Contents:
Games:
- *24: The Game*
- *Battlefield 2: Modern Combat*
- *FIFA Soccer 06*
- *Heroes of the Pacific*
- *World Soccer Winning Eleven 9*
- *Teen Titans*
- *Wild Arms 4*
- *The Matrix: Path of Neo*

Videos:
- *Shadow the Hedgehog*
- *Soul Calibur 3*
- *Metal Gear Solid 4 (PS3 Trailer)*

Features:
- *Ape Escape 3 (Inside The Game)*
- *The Sims 2 (Inside The Game)*
- *Wild Arms 4 (Inside The Game)*

OPS2M Demo 102

Release date March 2006
(U) SCUS-97454

Contents:
Games:
- *Ape Escape 3*
- *Drakengard 2*
- *EyeToy: Operation Spy*
- *Onimusha: Dawn of Dreams*
- *Shadow Hearts: From the New World*
- *Shadow the Hedgehog*
- *Sonic Riders*
- *State of Emergency 2*
- *Teen Titans*
- *TOCA Race Driver 3*

Videos:
- *Driver: Parallel Lines*
- *Full Spectrum Warrior: Ten Hammers*
- *Sonic Riders*

Features:
- *And 1 Streetball (Inside The Game)*
- *Grandia III (Inside The Game)*
- *The Sims 2 PSP (Inside The Game)*
- *NBA Ballers: Phenom (Video Demo)*

OPS2M Demo 103

Release date April 2006
(U) SCUS-97531

Contents:
Games:
- Black
- Ace Combat Zero: The Belkan War
- Beatmania
- Commandos Strike Force
- Driver: Parallel Lines
Videos:
- Rogue Trooper
- Tales of Legendia
Features:
- Okami (Inside The Game)
- Onimusha: Dawn of Dreams (Inside The Game)
- Shadow Hearts (Inside The Game)
- Tales of Legendia (Inside The Game)
Replays:
- Colosseum: Road to Freedom (cool move)
- Dead to Rights II (cool move)

OPS2M Demo 104

Release date May 2006
(U) SCUS-97532

Contents:
Games:
- Amplitude
- Arena Football
- Fight Night Round 3
- Frequency
- Gitaroo Man
- MTV Music Generator 3: This Is the Remix
- Rez
- Tomb Raider: Legend
Videos:
- Hitman: Blood Money (commercial)
- The Godfather (commercial)
Features:
- Ape Escape Academy (Inside The Game)
- Daxter (Inside The Game)
- Band Together (Extras)
Replays:
- Colosseum: Road to Freedom (cool move)
- Dead to Rights II (cool move)

OPS2M Demo 105

Release date June 2006
(U) SCUS-97533

Contents:
Games:
- Marc Ecko's Getting Up: Contents Under Pressure
- Maximo vs. Army of Zin
- MLB 06: The Show
- Neo Contra
- R-Type Final
- Steambot Chronicles
- Paperboy - Arcade Classics
Videos:
- Real World Golf
Features:
- Ace Combat Zero: The Belkan War (Inside The Game)
- Rampage: Total Destruction (Inside The Game)
- Syphon Filter: Dark Mirror (Inside The Game)

OPS2M Demo 106

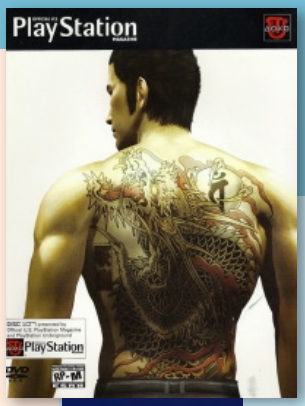
Release date July 2006
(U) SCUS-97534

Contents:
Games:
- Cars
- Pac-Man World Rally
- Urban Chaos: Riot Response
Videos:
- Blade Dancer
- Guilty Gear Judgement
Features:
- Tourist Trophy (Inside the Game)
- Warped Tour/GAP profile (video)

OPS2M Demo 107

Release date August 2006
(U) SCUS-97535

Contents:
Games:
- Yakuza
- God of War
- Killzone
- LEGO Star Wars
- Prince of Persia: Warrior Within
- Ratchet & Clank: Up Your Arsenal
- Sly 3: Honor Among Thieves
Videos:
- Disgaea 2: Cursed Memories
Features:
- Yakuza (Inside the Game)
- GAP E3 Auditions (video)



OPS2M Demo 108

Release date September 2006
(U) SCUS-97536

Contents:
Games:
- LEGO Star Wars II: The Original Trilogy
- Super Monkey Ball Adventure
- Tony Hawk's Pro Skater 4
- ATV Offroad Fury 3
- Cool Boarders 2001
- Downhill Domination
- Jet X2O
- MX vs. ATV Unleashed
- Shaun Palmer's Pro Snowboarder
Videos:
- Destroy All Humans! 2
- Yakuza
- LEGO Star Wars II: The Original Trilogy (commercial)
- Spy Hunter: Nowhere to Run (commercial)
- The Fast and the Furious (commercial)

OPS2M Demo 109

Release date October 2006
(U) SCUS-97537

Contents:
Games:
- LEGO Star Wars II: The Original Trilogy
- Okami
- One Piece: Grand Adventure
Videos:
- The Grim Adventures of Billy & Mandy
Features:
- LEGO Star Wars II: The Original Trilogy (Inside the Game)
- Rogue Galaxy (Inside the Game)
- Guitar Hero (Replay download)

OPS2M Demo 110

Release date November 2006
(U) SCUS-97538

The magazine includes UMD playable demo of Killzone: Liberation for PSP free (inside the newsstand copies only).

Contents:
Games:
- Bionicle Heroes
- Guitar Hero II
- Monster House
- Need for Speed Carbon
- The Grim Adventures of Billy & Mandy
Videos:
- .hack
- Shin Megami Tensei: Devil Summoner: Raidou Kuzunoha vs. The Soulless Army, Eureka Seven Vol. 1: The New Wave
- God of War 2
- IGPX: Immortal Grand Prix
- Online Chess Kingdom
- Rule of Rose
- Zatch Bell
Features:
- Destroy All Humans! 2 (Inside the Game)
- Loco Roco (Inside the Game)
- Pac-Man World Rally (commercial)

OPS2M Demo 111

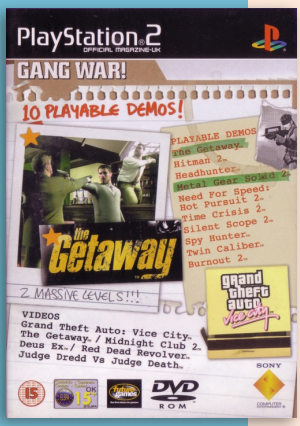
Release date December 2006
(U) SCUS-97539

Contents:
Games:
- .hack//G.U. vol. 1//Rebirth
- Destroy All Humans! 2
- FIFA Soccer 07
- Bionicle Heroes
- Eragon
- Disney's Kim Possible: What's the Switch?
*- Hidden Demo (*unlockable)*
Videos:
- Sonic Rivals
- Metal Gear Solid: Portable Ops
- Bionicle Heroes
Features:
- Guitar Hero II (Inside the Game)
- Gangs of London (Inside the Game)
- O.A.R.

OPS2M Crime Special

Release date 2002
(P) SCED-51444

This is a special issue of Official PlayStation 2 Magazine UK.



Contents:
Games:
- Burnout 2: Point of Impact
- Headhunter
- Hitman 2: Silent Assassin
- Metal Gear Solid 2: Sons of Liberty
- Need for Speed: Hot Pursuit 2
- Silent Scope 2: Dark Silhouette
- Spy Hunter
- The Getaway
- Time Crisis II
- Twin Caliber
Videos:
- Deus Ex: The Conspiracy
- Grand Theft Auto: Vice City
- Judge Dredd: Dredd VS Death
- Midnight Club II
- Red Dead Revolver
- The Getaway

OPS2M Demo 112

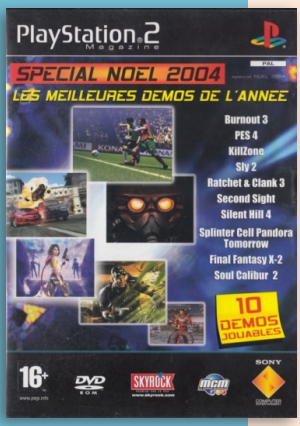
Release date January 2007
(U) SCUS-97540

Contents:
Games:
- Arthur and the Invisibles
- Flushed Away
- Monster House
Videos:
- Metal Gear Solid: Portable Ops
- Silent Hill: Origins
- Eragon
Features:
- PSP University (featurette)

OPS2M French Noel 2004

Release date December, 2004
(P) SCED-52996

This is a special issue of Official PlayStation 2 Magazine France.



Contents:
Games:
- Burnout 3: Takedown
- Pro Evolution Soccer 4
- Killzone
- Sly 2: Band of Thieves
- Ratchet & Clank 3
- Second Sight
- Silent Hill 4: The Room
- Tom Clancy's Splinter Cell Pandora Tomorrow
- Final Fantasy X-2
- Soul Calibur 2

OPS2M Germany Special Edition 2003/01

Release date August 2006
(P) SCUS-97535

This is a special issue of Official PlayStation 2 Magazine Germany.

Contents:
Games:
- *Burnout 2*
- *Crashed*
- *Ferrari F355*
- *Formula One 2002*
- *Micro Machines Odyssey*
- *Primal*
- *Pro Evolution Soccer 2*
- *Red Faction 2*
- *Rocky*
- *Superman*
- *Tekken 4*
- *The Getaway*
- *Ty The Tasmanian Tiger*
- *V-Rally 3*

Videos:
- *James Bond 007: Nightfire*
- *Midnight Club 2*
- *The Lord Of The Rings: The Two Towers*

OPS2M Germany Special Edition 2003/02

Release date February, 2003
(P) SCED-51549

This is a special issue of Official PlayStation 2 Magazine Germany.

Contents:
Games:
- *Baldur's Gate*
- *Dead Or Alive 2*
- *FIFA 2002*
- *Final Fantasy X*
- *Formula One 2001*
- *Ghost Recon*
- *GP Challenge*
- *Jak & Daxter The Precursor Legacy*
- *Pro Evolution Soccer*
- *Project Zero*
- *Rayman 3*
- *Splinter Cell*
- *War Of The Monsters*
- *WWE Smackdown*

OPS2M Germany Special Edition 2003/03

Release date March, 2003
(P) SCUS-97535

This is a special issue of Official PlayStation 2 Magazine Germany.

Contents:
Games:
- *Beyond Good & Evil*
- *Colin McRae Rally 4*
- *Extreme Skate Adventure*
- *Finding Nemo*
- *Formula One 2003*
- *Jak II Renegade*
- *Need For Speed Underground*
- *Prince of Persia: The Sands of Time*
- *Shinobi*
- *Silent Hill 3*
- *Soul Calibur 2*
- *Splinter Cell*
- *Summer Heat Beach Volleyball*
- *The Italian Job: L.A. Heist*
- *Zone of the Enders: The 2nd Runner*

OPS2M Germany Special Edition 2004/01

Release date January, 2001
(P) SCED-52119

This is a special issue of Official PlayStation 2 Magazine Germany.

Contents:
Games:
- *007 Everything Or Nothing*
- *Castlevania: Lament Of Innocence*
- *FIFA 2004*
- *Ford Racing 2*
- *Jak & Daxter 2*
- *Maximo vs Army Of Zin*
- *Need For Speed Underground*
- *Prince Of Persia: The Sands Of Time*
- *Pro Evolution Soccer 3*
- *Rogue Ops*
- *Rainbow Six 3*
- *Pop Idol*
- *World Rally Championship 3*

Saves:
- *18 Saves*

OPS2M Germany
Special Edition 2004/03

Release date March, 2004
(P) SCED-52997

This is a special issue of Official Play-Station 2 Magazine Germany.

Contents:
Games:
- *Athens 2004*
- *Burnout 3*
- *James Bond: Everything or Nothing*
- *Final Fantasy X-2*
- *Need for Speed: Underground 2*
- *Pro Evolution Soccer 4*
- *DTM Race Driver 2*
- *Ratchet & Clank 3*
- *Splinter Cell Pandora Tomorrow*
- *Sly 2: Band of Thieves*

OPS2M Germany
Special Edition 2004/03

Release date March, 2004
(P) SCED-52997

This is a special issue of Official Play-Station 2 Magazine Germany.

Contents:
Games:
- *Athens 2004*
- *Burnout 3*
- *James Bond: Everything or Nothing*
- *Final Fantasy X-2*
- *Need for Speed: Underground 2*
- *Pro Evolution Soccer 4*
- *DTM Race Driver 2*
- *Ratchet & Clank 3*
- *Splinter Cell Pandora Tomorrow*
- *Sly 2: Band of Thieves*

OPS2M Germany
Special Edition 2004/01

Release date January, 2004
(P) SCED-52119

This is a special issue of Official Play-Station 2 Magazine Germany.

Contents:
Games:
- *007 Everything Or Nothing*
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- *FIFA 2004*
- *Ford Racing 2*
- *Jak & Daxter 2*
- *Maximo vs Army Of Zin*
- *Need For Speed Underground*
- *Prince Of Persia: The Sands Of Time*
- *Pro Evolution Soccer 3*
- *Rogue Ops*
- *Rainbow Six 3*
- *Pop Idol*
- *World Rally Championship 3*

Saves:
- *Ace Combat: Distant Thunder*
- *Amplitude*
- *Beyond Good & Evil*
- *Chaos Legion*
- *Enter The Matrix*
- *Finding Nemo*
- *Ford Racing 2*
- *Jak II Renegade*
- *Medal Of Honor: Rising Sun*
- *Moto GP 3*
- *Ratchet & Clank*
- *Ratchet & Clank 2*
- *Silent Hill 3*
- *Soul Calibur 2*
- *Splinter Cell*
- *SSX 3*
- *The Getaway*
- *TimeSplitters 2*
- *True Crime: Streets Of LA*

OPS2M Germany
Special Issue 01/2006

Release date January, 2006
(P) SCED-54034

This is a special issue of Official Play-Station 2 Magazine Germany.

Contents:
Games:
- *Asterix & Obelix XXL2*
- *Chronicles Of Narnia*
- *Driver: Parallel Lines*
- *LA Rush*
- *Shrek Superslam*
- *Singstar 80's*
- *The Incredibles: Rise Of The Underminer*
- *The Matrix: The Path Of Neo*
- *The Sims 2*
- *TOCA Race Driver 3*
- *We Love Katamari*

OPS2M Germany
Special Edition 2007-1

Release date January, 2007
(P) SCED-54693

This is a special issue of Official Play-Station 2 Magazine Germany.

Contents:
Games:
- *Burnout Revenge*
- *Tomb Raider: Legend*
- *Fahrenheit*
- *Jak 3*
- *Metal Gear Solid: Snake Eater*
- *FIFA Street 2*
- *Prince of Persia: Warrior Within*
- *DTM Race Driver 3*
- *Need for Speed: Carbon*
- *The Sims 2*

OPS2M
Special Edition 10

Release date 2003
(P) SCED-51389

PlayStation 2 Special Edition: Yearbook 2002, The Best Games of 2002.

This is a special issue of Official PlayStation 2 Magazine UK.

Contents:
Games:
- *Timesplitters 2*
- *Metal Gear Solid 2*
- *Burnout 2*
- *Tekken 4*
- *Medal of Honor: Frontline*
- *Hitman 2*
- *Toca Race Driver*
- *Rez*
- *ICO*
- *Ratchet & Clank*

Videos:
- *Metal Gear Solid 2: Substance*
- *Star Wars: Bounty Hunter*
- *Devil May Cry 2*
- *Lara Croft Tomb Raider: Angel Of Darkness*

OPS2M
Special Edition 12

Release date 2003
(P) SCED-51541

PlayStation 2 Blockbusters!

This is a special issue of Official PlayStation 2 Magazine UK.

Contents:
Games:
- *Final Fantasy X*
- *Hitman 2: Silent Assassin*
- *Star Wars: Jedi Starfighter*
- *Medal of Honor Frontline*
- *Metal Gear Solid 2: Sons of Liberty*
- *Mortal Kombat: Deadly Alliance*
- *Primal*
- *Red Faction II*
- *Rocky*
- *Tom Clancy's Splinter Cell*
- *Stuntman*
- *The Getaway*
- *WWE SmackDown! Shut Your Mouth*

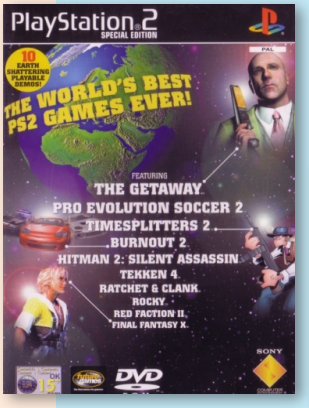
OPS2M
Special Edition 11

Release date 2003
(P) SCED-51505

The World's Best PS2 Games Ever

This is a special issue of Official PlayStation 2 Magazine UK.

Contents:
Games:
- *Burnout 2: Point of Impact*
- *Final Fantasy X*
- *Hitman 2: Silent Assassin*
- *Pro Evolution Soccer 2*
- *Ratchet & Clank*
- *Red Faction II*
- *Rocky*
- *Tekken 4*
- *The Getaway*
- *TimeSplitters 2*



OPS2M
Special Edition 13

Release date 2003
(P) SCED-51542

Girls! Motors! Guns! War! Monsters!

This is a special issue of Official PlayStation 2 Magazine UK.

Contents:
Games:
- *Burnout 2: Point of Impact*
- *Conflict: Desert Storm*
- *Medal of Honor Frontline*
- *Hitman 2: Silent Assassin*
- *Mortal Kombat: Deadly Alliance*
- *Rocky*
- *Primal*
- *Pro Evolution Soccer 2*
- *Tom Clancy's Splinter Cell*
- *Tekken 4*
- *The Getaway*
- *War of the Monsters*
- *WRC II Extreme*
- *WWE SmackDown! Shut Your Mouth*

OPS2M
Special Edition 14

Release date 2003
(P) SCED-51543

The Hit Squad!

This is a special issue of Official PlayStation 2 Magazine UK.

Contents:
Games:
- *Conflict: Desert Storm*
- *Def Jam Vendetta*
- *FIFA 2003*
- *Mortal Kombat: Deadly Alliance*
- *MotoGP 3*
- *Primal*
- *Rayman 3: Hoodlum Havoc*
- *Silent Hill 3*
- *Tom Clancy's Splinter Cell*
- *Tenchu: Wrath of Heaven*
- *Virtua Fighter 4*
- *War of the Monsters*

OPS2M
Special Edition 16

Release date 2003
(P) SCED-51545

Buyers Guide

This is a special issue of Official PlayStation 2 Magazine UK.

Contents:
Games:
- *Drakan: The Ancients' Gates*
- *Dynasty Warriors 3*
- *Finding Nemo*
- *Half-Life*
- *ICO*
- *Jak and Daxter: The Precursor Legacy*
- *Maximo: Ghosts to Glory*
- *PaRappa the Rapper 2*
- *Rez*
- *Time Crisis II*
- *True Crime: Streets of LA*
- *Soul Calibur 2*
- *Wipeout Fusion*

OPS2M
Special Edition 15

Release date 2003
(P) SCED-51544

Summer Blockbusters!

This is a special issue of Official PlayStation 2 Magazine UK.

Contents:
Games:
- *Alter Echo*
- *Conflict: Desert Storm*
- *Def Jam Vendetta*
- *Final Fantasy X*
- *Futurama*
- *Hitman 2: Silent Assassin*
- *Mace Griffin Bounty Hunter*
- *Pro Evolution Soccer 2*
- *Tom Clancy's Splinter Cell*
- *Starsky & Hutch*
- *The Getaway*
- *TimeSplitters 2*
- *Virtua Fighter 4*

OPS2M
Special Edition 17

Release date 2003
(P) SCED-51546

The Best Games of 2003!

This is a special issue of Official PlayStation 2 Magazine UK.

Contents:
Games:
- *Colin McRae Rally 04*
- *Freedom Fighters*
- *Ghosthunter*
- *Jak II*
- *James Bond 007: Everything or Nothing*
- *Judge Dredd: Dredd VS Death*
- *Prince of Persia: The Sands of Time*
- *Pro Evolution Soccer 3*
- *Ratchet and Clank 2: Locked and Loaded*
- *Return to Castle Wolfenstein: Operation Resurrection*
- *Silent Hill 3*
- *Zone of the Enders: The 2nd Runner*

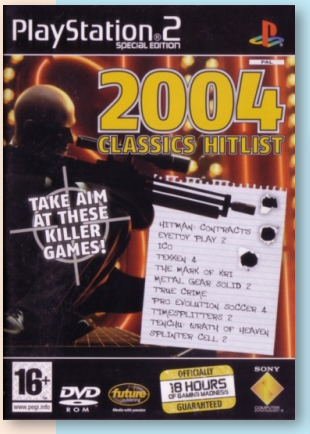
OPS2M
Special Edition 19

Release date 2003
(P) SCED-52194

2004 Classics Hitlist

Contents:
Games:
- *EyeToy: Play 2*
- *Hitman: Contracts*
- *ICO*
- *Metal Gear Solid 2: Sons of Liberty*
- *Pro Evolution Soccer 4*
- *Tom Clancy's Splinter Cell Pandora Tomorrow*
- *The Mark of Kri*
- *TimeSplitters 2*
- *Tekken 4*
- *Tenchu: Wrath of Heaven*
- *True Crime: Streets of LA*

Videos:
- *Destroy All Humans!*
- *Far Cry Instincts*
- *Mercenaries*
- *Playboy: The Mansion*
- *Rumble Roses*
- *The Punisher*



Official PlayStation 2
Germany Special 3/2005

Release date March 2005
(P) SCED-53938

This is a special issue of Official PlayStation 2 Magazine Germany.

Contents:
Games:
- *Battlefield 2: Modern Combat*
- *Burnout Revenge*
- *Everybody's Golf*
- *Fahrenheit*
- *FIFA 2006*
- *Genji*
- *Liebesgrüße aus Moskau*
- *Need for Speed: Most Wanted*
- *Peter Jackson's King Kong*
- *Pro Evolution Soccer 5*
- *Sly 3: Honor Among Thieves*
- *Soul Calibur 3*
- *Wallace & Gromit*

OPS2M
Special Edition 20

Release date 2004
(P) SCED-52196

Contents:
Games:
- *Need for Speed Underground 2*
- *Star Wars: Battlefront*
- *Full Spectrum Warrior*
- *Tekken 5*
- *Destroy All Humans!*
- *Juiced*
- *LEGO Star Wars*
- *Fight Night Round 2*
- *Rugby 2005*

Videos:
- *Ape Academy*
- *Everybody's Golf*
- *F1 Grand Prix*
- *Fired Up*
- *Lemmings*
- *MediEvil*
- *Namco Museum*
- *Pursuit Force*
- *Ridge Racer*
- *Twisted Metal*
- *Wipeout Pure*
- *World Tour Soccer*
- *WRC*

Official PlayStation 2
Germany Special 2/2005

Release date February 2005
(P) SCED-53662

This is a special issue of Official PlayStation 2 Magazine Germany.

Contents:
Games:
- *187 Ride Or Die*
- *Crash Tag Team Racing*
- *Enthusia Racing*
- *FIFA Street*
- *Fight Night Round 2*
- *Formula One 2005*
- *Full Spectrum Warrior*
- *Juiced*
- *Lego Star Wars*
- *Madagascar*
- *SingStar Popworld*
- *Tekken 5*

Red Faction

(U) SLUS-29005 (Regular Demo)
(U) SLUS-28002 (Trade Demo)
(P) SLED-50286

Red Faction II

(U) SLUS-29027
(P) SLED-51047 (Dev Build Demo)
(P) SLED-51048

Rygar: The Legendary Adventure

(J) SLPM-61036 (Demo, Taikenban)

Sakurazaka Shouboutai

(J) SLPM-60241 (Demo, Taikenban)

SCEE Catalogue Video

Release date 2002
(P) SCED-51187
(P) SCED-51278 (3+)

SCED-51278 Contents:
Videos:
- *Alpine Racer 3*
- *Ape Escape 2*
- *Formula One 2002*
- *Gran Turismo Concept: 2002 Tokyo-Geneva*
- *Kingdom Hearts*
- *Pac-Man World 2*
- *Ratchet & Clank*
- *Sly Cooper and the Thievius Raccoonus*
- *WRC II Extreme*

SCED-51187 Contents:
Videos:
- *Alpine Racer 3*
- *Ape Escape 2*
- *Formula One 2002*
- *Gran Turismo Concept: 2002 Tokyo-Geneva*
- *Kingdom Hearts*
- *Ninja Assault*
- *Pac-Man World 2*
- *Primal*
- *Ratchet & Clank*
- *Sly Cooper and the Thievius Raccoonus*
- *Tekken 4*
- *Vampire Night*
- *WRC II Extreme*

SkyGunner

(U) SLUS-29020 (Regular Demo)
(U) SLUS-28008 (Trade Demo)
(J) PAPX-90218 (Trial)
(J) PCPX-96321 (Trial)

SCEE Hits Demo

Release date 2004
(P) SCED-52970

Contents:
Games:
- *DJ - Decks & FX*
- *EyeToy: Play 2*
- *Sly 2: Band of Thieves*
- *This Is Football 2005*
- *World Rally Championship 4*

Videos:
- *Ratchet & Clank: Up Your Arsenal*
- *Gran Turismo 4*
- *World Rally Championship 4*
- *DJ - Decks & FX*
- *EyeToy: Chat*
- *EyeToy: Groove*
- *EyeToy: Play*
- *SingStar*
- *SingStar Party.*

Special:
- *Credits*

PlayStation Underground

PlayStation Underground is a now-defunct American video game magazine, originally published by SCEA. The magazine focused on the PlayStation fanbase, including gaming on the original Sony PlayStation and the PlayStation 2, and was promoted as a "PlayStation fan club". Unlike its paper-based counterpart the Official U.S. PlayStation Magazine, PlayStation Underground came in the form of CD-ROMs which could be played on the PlayStation and PlayStation 2 consoles. Subscribers were also given access to a members-only website. The magazine released its first issue on March 26, 1997 and its final issue in 2001. The magazine released a total of seventeen issues during its active years. The magazine was eventually merged with Official U.S. PlayStation Magazine in 2001 when it was discontinued.

In 2015, PlayStation Underground returned as a video series where gameplay from upcoming games is shown in a Let's Play format while the PlayStation.Blog team discusses the game with the developer.

Each issue consists of two CD-ROMs that can be played on a PlayStation or a PlayStation 2 console, or an emulator.

Disc one
- The Vault
A collection of playable game demos of upcoming Sony Computer Entertainment America game titles.
- Code Book
Hints, cheat codes and strategy guides for video games.
- Imports
Preview of games from around the world such as Europe and Japan which have yet to be released in the United States.
- Download Station
Additional game content, such as extra secret levels or hidden characters, which are saved into the memory card for use with certain games, similar to DLC.
- Tech Q&A
A section which asks and answers questions behind product development and the PlayStation's technological capabilities.
- Debriefing
Video interviews with major video game designers who work with the PlayStation console.
- Behind the Scenes
A look at the "making of" video games, commercial spots, etc.
- Event Center
A highlight of current happenings in the PlayStation brand, promotions and marketing events.
- Bulletins
Exclusive special notices and opportunities for PlayStation Underground club members.
- Transmission
A feature showcasing upcoming features and contests.
- Alphas
Exclusive previews and premieres of upcoming games.
- Hidden Content
Each issue had various Easter Eggs hidden throughout the sections including cheat codes, game movies, and game demos.

Disc two
The second disc contains mostly demos of upcoming games as well as game trailers. For example, in the second issue of PlayStation Underground the second disc was a Square themed disc containing demos to Final Fantasy VII and Bushido Blade as well as exclusive upcoming trailers of new Square games.

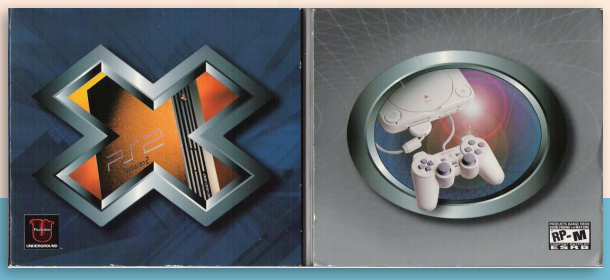
These pages are mostly taken from GiantBomb.com. Please visit theirs sites for more information on these releases.

PlayStation Underground 4.4

Release date 2000
(U) SCUS-97121 (Disc 2, PS2)

The sixteenth installment of Underground is split between PlayStation and PlayStation 2 (one disc for each). The final PSone issue of Underground starts with Maggie, the CG host for the magazine, at the launch of PlayStation 2. On Disc 2, Maggie is wearing a red jumpsuit in what appears to be a space station to unveil the mag's new look for PS2.

Contents disc 2 - SCUS-97121:
Arcade:
- Silent Scope (demo)
- Madden NFL 2001 (demo)
- SSX (demo)
- Dynasty Warriors 2 (demo)
- Armored Core 2 (demo)
- Special R&D Demo
- Gran Turismo 3: A-Spec (video)
- Ready 2 Rumble Boxing: Round 2 (video)
Download Station:
- Tekken Tag Tournament - Unlock all characters and secrets.
- Wild Wild Racing - Unlock all cars.
Behind the Scenes:
- Dead or Alive 2: Hardcore - Tom Itagaki from Tecmo sits down with the Underground crew to discuss the intricacies of the game and what's new in the Hardcore version.
- Star Wars: Starfighter - Tim Longo, Daron Stinnett, and Chris Corry from Lucas Arts talk about the development of the first Star Wars title for PS2.
Cool Extra:
- Theatrical trailer for The Grinch starring Jim Carrey.
Cool Extra:
- Madden NFL 2001 - John Diamonon, Graphics Specialist for SCEA, shows players how to perform a successful juke.
- SSX - Mike Foster, Senior Product Evaluator for SCEA, shows some of the shortcuts in the first level.
- Fantavision - Aaron Whitmore, QA Tester for SCEA, shows multiplayer powerup strategies and a general tutorial for the game.
Hidden Content:
- Dynasty Warriors 2 codes
- X-Squad codes
Twisted Metal Black video

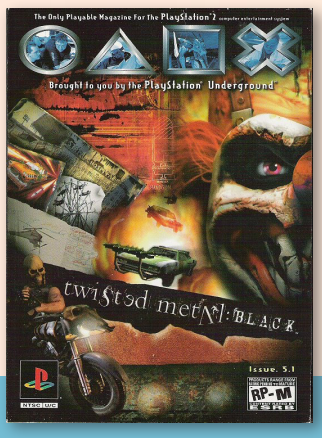


PlayStation Underground Issue 5.1

Release date 2000
(U) SCUS-97121 (Disc 2, PS2)

The final issue of Underground is also the only one that is exclusively for PS2 and also is the only issue that is not two discs. Maggie introduces all the new content one final time and continues bickering with UG Producer, Gary Barth. Maggie says "See you next issue" and in the Bulletins section there is info about what will be on the next issue, but unfortunately it never came.

Contents:
The Vault:
- ATV Offroad Fury (demo)
- Army Men: Air Attack 2 (demo)
- Army Men: Green Rogue (demo)
- Red Faction (demo)
- Star Wars: Starfighter (demo)
- Winback: Covert Ops (demo)
- Zone of the Enders (demo)
- Dark Cloud (video)
- NBA ShootOut 2001 (video)
- NHL FaceOff 2001 (video)
- The Bouncer (video)
- Gauntlet: Dark Legacy (video)
- Legacy of Kain: Soul Reaver 2 (video)
- Onimusha Warlords (video)
Behind the Scenes:
- Spyro: Year of the Dragon - The Insomniac crew talk about their field trip to go hang gliding in order to get the physics of flying right for the game.
- Twisted Metal Black - Dave Jaffe along with Scott Campbell (President of Incognito) and Randy Zorko (Technical Director) talk to Underground about the development of the game and how it's going back to its roots.
Cool Moves:
- Armored Core 2 - Unlock all missions and arenas.
- Ready 2 Rumble Boxing: Round 2 - Unlocks all characters.
Download Station:
- Super Bowl XXXV "Game Before the Game" video.
Tech Q&A:
- Professional snowboarders Todd Richards, Barrett Christy, and Kevin Jones talk about Cool Boarders.
Cool Moves:
- NCAA GameBreaker 2001
- NBA ShootOut 2001
- SSX
- Silent Scope



PlayStation Underground: Jampack Summer 2001

Release date July 11, 2001
(U) SCUS-97149
(U) SCUS-97410 (T-Rated)

Jampack Demo Disc Volume 10

A collection of demos from the Official PlayStation Magazine.

Contents:
Games:
- *ATV Offroad Fury*
- *Cool Boarders 2001*
- *ICO*
- *Klonoa 2: Lunatea's Veil*
- *Soul Reaver 2*
- *MX 2002 Featuring Ricky Carmichael*
- *Red Faction*
- *Star Wars Starfighter*
- *Zone of the Enders*

Videos:
- *Drakan: The Ancients' Gates*
- *Gauntlet Dark Legacy*
- *Okage: Shadow King*
- *Cool Boarders 2001 (behind-the-Scenes)*
- *Star Wars: Starfighter (behind-the-Scenes)*

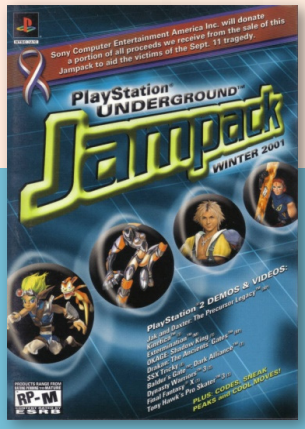
PlayStation Underground: Jampack Winter 2001

Release date November 21, 2001
(U) SCUS-97163

A collection of demos from the Official PlayStation Magazine.

Contents:
Games:
- *Baldur's Gate: Dark Alliance*
- *Drakan: The Ancients' Gates*
- *Extermination*
- *Final Fantasy X*
- *Kinetica*
- *SSX Tricky*

Videos:
- *Dynasty Warriors 3*
- *Jak and Daxter: The Precursor Legacy*
- *Okage: Shadow King*
- *Tony Hawk's Pro Skater 3*
- *Jak and Daxter: The Precursors Legacy (behind-the-Scenes)*
- *Extermination (behind-the-Scenes)*



PlayStation Underground: Jampack Summer 2002

Release date May 28, 2002
(U) SCUS-97206

A collection of demos from the Official PlayStation Magazine.

Contents:
Games:
- *Crash Bandicoot: The Wrath of Cortex*
- *Freekstyle*
- *Frequency*
- *Half-Life*
- *Hot Shots Golf 3*
- *Jak and Daxter: The Precursor Legacy*
- *PaRappa the Rapper 2*
- *Star Wars: Jedi Starfighter*
- *TimeSplitters 2*

Videos:
- *Kingdom Hearts*
- *SOCOM: U.S. Navy SEALs*

PlayStation Underground Summer Sampler

Release date 2002
(U) SCUS-97216

PlayStation Underground: Holiday 2001

Release date 2001
(U) SCUS-97166

Puyo Pop Fever

(J) SLPM-61072 (Trial)

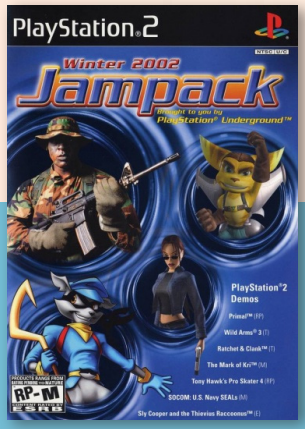
PlayStation Underground: Jampack Winter 2002

Release date October 17, 2002
(U) SCUS-97234
(U) SCUS-97235 (T-Rated)

A collection of demos from the Official PlayStation Magazine.

Contents:
Games:
- *The Mark of Kri*
- *Primal*
- *Ratchet & Clank*
- *Sly Cooper and the Thievius Raccoonus*
- *SOCOM: U.S. Navy SEALs*
- *Tony Hawk's Pro Skater 4*
- *Wild Arms 3*

Videos:
- *Lara Croft Tomb Raider: The Angel of Darkness*
- *Rygar: The Legendary Adventure*



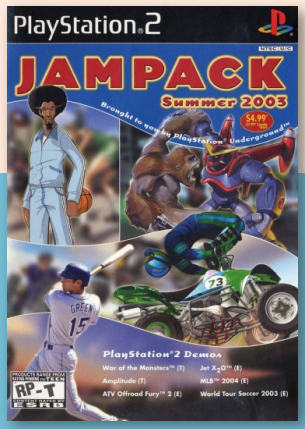
PlayStation Underground: Jampack Summer 2003

Release date April 29, 2003
(U) SCUS-97281
(U) SCUS-97280 (T-Rated)

A collection of demos from the Official PlayStation Magazine.

Contents:
Games:
- *Amplitude*
- *ATV Offroad Fury 2*
- *The Getaway*
- *MLB 2004*
- *Primal*
- *Silent Hill 3*
- *War of the Monsters*
- *World Tour Soccer 2003*

Videos:
- *Downhill Domination*
- *Jak II*
- *NBA Street Vol. 2*
- *Rise to Honor*
- *Syphon Filter: The Omega Strain*



PlayStation Underground: Jampack Winter 2003

Release date October 15, 2003
(U) SCUS-97312
(U) SCUS-97313 (M-Rated)

A collection of demos from the Official PlayStation Magazine.

Contents SCED-97312:
Feature yellow-orange boxart.
Games:
- *Downhill Domination*
- *NCAA GameBreaker 2004*
- *NFL GameDay 2004*
- *Ratchet & Clank: Going Commando*
- *Need for Speed Underground*
- *DDRMAX2 Dance Dance Revolution*
- *Finding Nemo*
- *Prince of Persia: The Sands of Time*
- *Whiplash*
- *Teenage Mutant Ninja Turtles*

Videos:
- *EyeToy*

Contents SCED-51899:
Feature white-blue boxart.
Games:
- *NCAA GameBreaker 2004*
- *NFL GameDay 2004*
- *Ratchet & Clank: Going Commando*
- *Rise to Honor*
- *SOCOM II: U.S. Navy SEALs*
- *Syphon Filter: The Omega Strain*
- *Castlevania: Lament of Innocence*
- *DDRMAX2 Dance Dance Revolution*
- *Need for Speed Underground*
- *XIII*
- *Whiplash*
- *James Bond 007: Everything or Nothing*

Videos:
- *EyeToy*

Rogue Galaxy

(U) SCUS-97572

Steambot Chronicles

(U) SLUS-29188 (Regular Demo)
(U) SLUS-28061 (Trade Demo)
(J) SLPM-60255 (Trial)
(J) SLPM-60266 (Demo bundled with Official Guide Book)

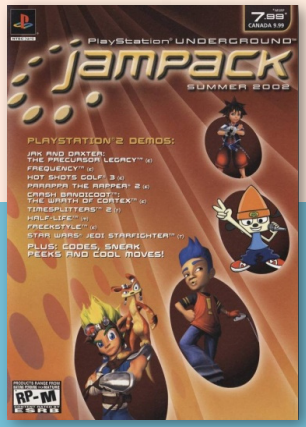
PlayStation Underground: Jampack Summer 2002

Release date May 28, 2002
(U) SCUS-97206

A collection of demos from the Official PlayStation Magazine.

Contents:
Games:
- *Crash Bandicoot: The Wrath of Cortex*
- *Freekstyle*
- *Frequency*
- *Half-Life*
- *Hot Shots Golf 3*
- *Jak and Daxter: The Precursor Legacy*
- *PaRappa the Rapper 2*
- *Star Wars: Jedi Starfighter*
- *TimeSplitters 2*

Videos:
- *Kingdom Hearts*
- *SOCOM: U.S. Navy SEALs*



SonyComputerEntertainment software TGS 2001 Disc

Release date 2001
(J) PAPX-96509

This is a promotional video DVD distributed during the Tokyo Game Show 2001 in Tokyo.

PS2 Bonus Demo 03

Release date 2002
(P) SCED-51140

This is a Playstation 2 Welcome Pack demo disc.

Contents:
Games:
- *Frequency*
- *Gitaroo Man*
- *Star Wars: Jedi Starfighter*
- *Project Zero*
- *Ratchet & Clank*
- *Smash Court Tennis*
- *Stuntman*
- *This is Football 2002*

Videos:
- *GT3*
- *ICO*
- *Onimusha 2*
- *Primal*
- *Space Channel 5*
- *Virtua Fighter 4*

Shadow of Rome

(U) SLUS-29139
(J) SLPM-61109
(J) SLPM-61114 (Trial)

Recommended Summer Software Trial Disc 2002

Release date 2002
(J) PAPX-90505

Contents:
Games:
- *Boku no Natsuyasumi 2: Umi no Bouken Hen*
- *PoPoLoCrois: Hajimari no Bouken*
- *Ape Escape 2*
- *Futari no Fantavision*
- *Bombastic.*

Recommended Winter Software Trial Disc

Release date 2003
(P) PAPX-90514

This demo disc contains Siren demo as well as a trailer and a making of video.

Recommended Winter Software Trial Disc 2002

Release date 2002
(J) PCPX-96629

PS2 Bonus Demo Jan 2001

Release date 2001
(P) SCED-50133

This is a Sony Welcome Pack demo disc.

Contents:
Games:
- Dead or Alive 2
- Dynasty Warriors 2
- International Superstar Soccer
- MotoGP
- NHL 2001
Videos:
- EA Sports
- Gran Turismo 3: A-Spec
- Kessen

PS2 Bonus Demo Jan 2002

Release date 2002
(P) SCED-50734

This is a Sony Welcome Pack demo disc.

Contents:
Games:
- Crash Bandicoot: The Wrath of Cortex
- MotoGP 2
- Wipeout Fusion
- Burnout
- Ecco the Dolphin: Defender of the Future
- Pro Evolution Soccer
- PaRappa the Rapper 2
- Baldur's Gate: Dark Alliance
Videos:
- Herdy Gerdy
- Metal Gear Solid 2: Sons of Liberty
- Rez
- SSX Tricky
- World Rally Championship
- Aibo: Latte and Macaron (Sony toys)
- playstation.com
Features:
- Final Fantasy X (Special Preview)

Ridge Racer V

(J) SLPM-60109 (Demo, Taikenban)

Rimokokoron

(J) PCPX-96318 (Trial)

Samurai Western

(U) SLUS-28051 (Trade Demo)
(J) SLPM-61104 (Trial)

Ring of Red

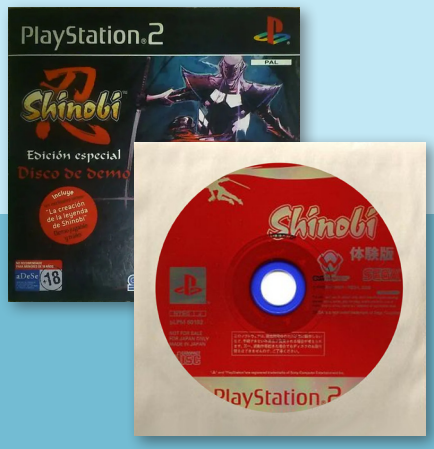
(J) SLPM-60122 (Trial version, Taikenban)

Scandal

(J) PCPX-96304 (Demo, Movie disc)

Shinobi

(U) SLUS-28016 (Trade Demo)
(P) SCED-51601
(J) SLPM-60192 (Trial)



Seaman 2

(J) SLPM-61163 (Trial)

Silent Hill 2

(J) SLPM-61009 (Trial)

Sidewinder MAX

(J) SLPM-60128 (Trial)

PurePure 2

PlayPlay, also known as PurePure or プレプレ, was a subscription service for PlayStation and PlayStation 2 that sent quarterly demo discs in the mail full of demos, trailers and commercials.

There are 13 main issues (Vol.0 to Vol.12) which spanned the period from February 2001 to December 2004. Volumes 1 to 9 also include booklets with catalogue. Some issues (ex. vol.4) include 2 DVDs.

PurePure 2 Volume 0: 2001 February

Release date February, 2001
(J) PCPX-96606

Contents:
Games:
- *Gran Turismo 3: A-spec*

Videos:
- *Onimusha*
- *Kessen II*
- *Shutokou Battle 0*
- *Zone of the Enders*
- *World Soccer Winning Eleven 5*
- *Kaze no Klonoa 2: Sekai ga Nozonda Wasuremono*
- *Shadow of Memories*
- *Densha de Go! 3 Tsuukin Hen*
- *Sky Gunner*
- *Tsugunai*
- *Poinie'S Poin*
- *PoPoLoCrois: Hajimari no Bouken*
- *Phase Paradox*
- *Boku to Maou*

PurePure 2 Volume 1: 2001 April

Release date April, 2001
(J) PCPX-96611

Contents:
Games:
- *Zeonic Front: Kidou Senshi Gundam 0079*
- *Kaze no Klonoa 2: Sekai ga Nozonda Wasuremono*
- *Z.O.E*
- *Endnesia*
- *SkyGunner*
- *Shake It Bravoes!*
- *Extermination*

Videos:
- *Devil May Cry*
- *Monster Farm*
- *Gallop Racer Five*
- *Pilot ni Narou! 2*
- *Lilie no Atelier: Zarlburg no Renkinjutsushi 3*
- *Gekisha Boy 2: Tokudane Taikoku Nippon*
- *Shadow Hearts*
- *Genshi no Kotoba*
- *ICO*

PurePure 2 Volume 2: 2001 August

Release date August, 2001
(J) PCPX-96616

Contents:
Games:
- *Kinniku Banduke: Muscle Wars 21*
- *Hunter x Hunter Ryuumyaku no Saidan*
- *Silent Scope 2*
- *Bokujou Monogatari 3: Heart ni Hi wo Tsukete*
- *Genshi no Kotoba*

Videos:
- *Silent Hill 2*
- *The Keisatsukan Shinjuku 24ji*
- *ESPN X Games Skateboarding*
- *ESPN X Games Snowboarding 2002*
- *Generation of Chaos*
- *Global Folktale*
- *Machi-ing Maker*
- *Rez*
- *Minna no Golf 3, Piposaru 2001*
- *The Yamanotesen: Train Simulator Real*
- *Surveillance: Kitarubeki Ruouiki no Hate ni*

PurePure 2 Volume 3: 2001 December

Release date December, 2001
(J) PCPX-96622

The demo contains Gun Survivor 2 Biohazard Code: Veronica and Zero trailers, and a combined PlayStation and Biohazard 2 commercial from March 1998.

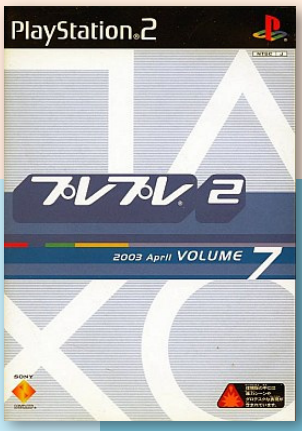
PurePure 2 Volume 5: 2002 August

Release date August, 2002
(J) PCPX-96628

The disc contains a playable demo of Gun Survivor 3 Dino Crisis. It came with a contents folder.

PurePure 2 Volume 7: 2003 April

Release date August, 2002
(J) PCPX-96632 (disc.01)
(J) PCPX-96633 (disc.02)



PurePure 2 Volume 4: 2002 April

Release date December, 2001
(J) PCPX-96625 (disc.01)
(J) PCPX-96626 (disc.02)

The second disc, PlayStation Official Soft Catalog, contains short Silent Hill 2, Biohazard Code: Veronica Complete, and Zero trailers which end abruptly. A contents folder and an info sheet were included.

PurePure 2 Volume 6: 2002 December

Release date December, 2002
(J) PCPX-96630

The demo contains a Clock Tower 3 trailer. It came with a contents folder.

PurePure 2 Volume 8: 2003 August

Release date August, 2003
(J) PCPX-96635

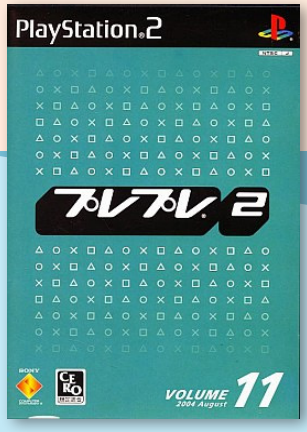
The demo contains a playable Silent Hill 3 demo.

PurePure 2 Volume 9: 2003 December

Release date December, 2003
(J) PCPX-96639

PurePure 2 Volume 11: 2004 August

Release date August, 2004
(J) PCPX-96646



PurePure Plus 004: 2000 June

Release date June, 2000
(J) PCPX-96305

This special issue consists of two discs, one of which is a PS2 CD.

Contents:
Games:
- *Bikkuri Mouse*
- *Scandal*
- *Chen Uen no Sangokushi*
- *Silpheed*
- *FIFA Soccer World Championship*

PurePure 2 Volume 10: 2004 April

Release date April, 2004
(J) PCPX-96641

PurePure 2 Volume 12: 2004 December

Release date December, 2004
(J) PCPX-96655 (disc.01)
(J) PCPX-96656 (disc.02)

Ratchet & Clank

(U) SCUS-97209 (E3 Demo)
(U) SCUS-97240 (EB Games Demo)
(P) SCED-51075

Ratchet & Clank: Going Commando

(U) SCUS-97381 (GameStop Demo)
(U) SCUS-97322 (Regular Demo)
(U) SCUS-97323 (Retail Employees Demo)

Ratchet & Clank: Up Your Arsenal

(U) SCUS-97413 (Public Beta v1.0)
(U) SCUS-97411 (Regular Demo)
(P) TCES-52456 (Beta Trial Disc)

Ratchet: Deadlocked

(U) SCUS-97487 (Public Beta v.1)
(U) SCUS-97487 (Regular Demo)

Ratchet & Clank 2: Going Commando & Jak II

(U) SCUS-97374

Ratchet & Clank 3 & Sly 2: Band of Thieves

Release date 2004
(P) SCED-52848

R: Racing Evolution

(J) SLPM-60216 (Trial)

Road Rage 3

(J) SLPM-60154 (Trial)

Rocky: Legends

(P) SLED-52891

Racing Battle: C1 Grand Prix

(J) SLPM-61115 (Trial)

Rogue Ops

(U) SLUS-28039 (Trade Demo)

Rugby 2005

(P) SLED-53198

RahXephon

(J) SLPS-25264 (Bonus Pack)

Resident Evil 4

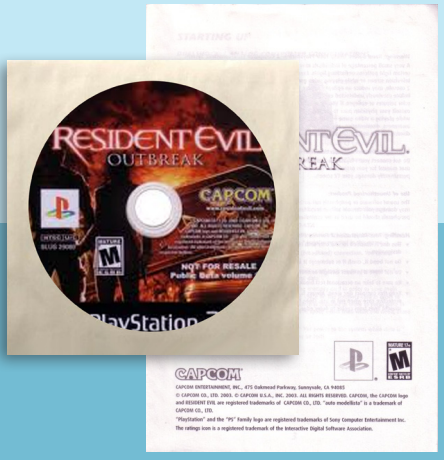
Release date 2005
(U) SLUS-29169

This demo was given out at GameStop and EB Games.

Resident Evil Outbreak

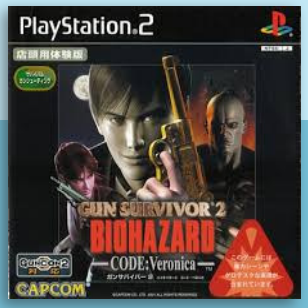
Release date 2003
(U) SLUS-29089 (Public Beta 1.0)

The disc was sent to those who were picked to be in the online beta test. It came with a manual printed on regular A4 sheets.



Resident Evil Survivor 2 Code: Veronica

(J) SLPM-61020 (Trial)



Resident Evil: Dead Aim

(J) SLPM-61039 (Trial)

Ribbit King

(U) SLUS-29100 (Trial)
(J) SLPM-80583 (Trial)

Rise to Honor

(U) SCUS-97372
(P) SCED-52261

Robot Alchemic Drive

(U) SLUS-29025

Rule of Rose

(U) SLUS-28063 (Trade Demo)

Sonic Riders

(U) SLUS-29179

Soul Reaver 2

(J) SLPM-60171 (Trial)

Sega Rally 2006

(J) SLPM-61137 (Trial)

SingStar

(P) SCED-52461 (Demo, Press Kit)
(P) SCES-55538

Sky Odyssey

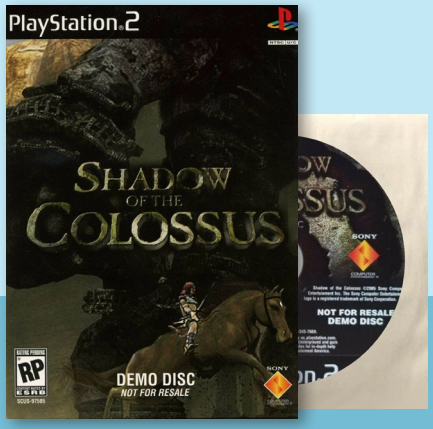
(J) PCPX-96314 (Trial)

Shadow of the Colossus

(U) SCUS-97505

The playable demo of Shadow of the Colossus was a demonstration version of the game shown at the 2005 "E3". It consisted of the journey to and the battle with the first colossus and ended once the player successfully defeated it. The demo contained many edits to the Forbidden Lands to prevent players from exploring past the plains south of the starting point.

The demo was distributed with:
- The September 2005 issue of PlayStation Magazine
- The October 2005 (#97) issue of the Official US PlayStation Magazine
- The "Playstation 2 Holiday 2005 Demo Disc" from PlayStation Underground



Sega Superstars

(P) SLED-52875

Shadow Hearts

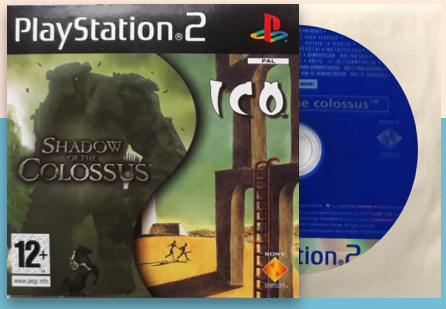
(J) SLPM-60145 (Trial)

Shadow Hearts: From the New World

(J) SLPM-60264 (Trial)

Shadow of the Colossus & Ico

Release date 2006
(P) SCED-53990



Sega3 Demo

Release date 2001
(P) SCED-50761

This demo disc contains three Sega demos.

Contents:
Games:
- *Ecco the Dolphin: Defender of the Future*
- *Rez*
- *Headhunter*

Shadow Hearts: Covenant

(J) SLPS-25318 (DX Pack, Disc 2, Bonus DVD)
(J) SLPM-60226 (Trial)
(J) SLPM-60214 (Trial)

Simple 2000 Series Vol. 22: The Tsuukin Densha Utenshi - Densha de Go! 3 Tsuukinhen

(J) SLPM-60142 (Trial)

Selector Demo 01

Release date 2001
(P) SCED-50811

Contents:
Games:
- *Ace Combat: Distant Thunder*
- *Ecco the Dolphin: Defender of the Future*
- *Headhunter*
- *ICO*
- *Moto GP 2*
- *PaRappa The Rapper 2*
- *Wipeout Fusion*

Videos:
- *Ace Combat: Distant Thunder*
- *Drakan: The Ancients' Gate*
- *Headhunter*
- *Herdy Gerdy*
- *ICO*
- *Kessen 2*
- *Maximo*
- *Metal Gear Solid 2: Sons of Liberty*
- *Moto GP 2*
- *Rez*
- *PaRappa The Rapper 2*
- *Vampire Night*

SSX

(J) PCPX-96310 (Demo, Taikenban)
(J) SLPM-60124 (Demo, Taikenban)

SSX On Tour

(U) SLUS-29161
(P) SLED-53625

Selector Demo 03

Release date 2002
(P) SCED-51146

Contents:
Games:
- *FireBlade*
- *Frequency*
- *MotoGP2 (Platinum)*
- *Need for Speed 2: Hot Pursuit 2*

Videos:
- *Ape Escape 2*
- *Disney's Stitch: Experiment 626*
- *Ferrari F355 Challenge*
- *Gran Turismo Concept*
- *Jak and Daxter (Platinum)*
- *Kingdom Hearts*
- *Onimusha 2: Samurai's Destiny*
- *Pac-Man World 2*
- *Primal*
- *Ratchet and Clank*
- *Tekken 4*
- *Time Crisis 2 (Platinum)*
- *WRC II Extreme*

Square Enix Sampler Disc, Vol. 1

Release date 2004
(U) SLUS-29087

This sampler disc was released as an exclusive giveaway for pre-ordering Drakengard at Electronics Boutique and Gamestop in January and February 2004. It was only available in Canada and the United States.

Contents:
Games:
- *Drakengard*

Videos:
- *Star Ocean: Till the End of Time*
- *Final Fantasy XI*

Selector Demo 05

Release date 2003
(P) SCED-51591 (fr)
(P) SCED-51683

SCED-51683 Contents:
Games:
- *Primal*
- *Rayman 3: Hoodlum Havoc*
- *Shinobi*
- *War Of The Monsters*

Videos:
- *Ape Escape 2*
- *Devil May Cry 2*
- *EA Rugby 2004*
- *Primal*
- *Shinobi*
- *Vexx*
- *War Of The Monsters*

SCED-51591 Contents:
Games:
- *War Of The Monsters*
- *Primal*
- *Shinobi*
- *Rayman 3: Hoodlum Havoc*

Videos:
- *Primal*
- *War Of The Monsters*
- *Shinobi*
- *Vexx*
- *Devil May Cry 2*

Star Wars: Battlefront II

(U) SLUS-29164 (Online Public Beta)

Star Wars: Jedi Starfighter

(U) SLUS-28010 (Trade Demo)

Shin Megami Tensei: Devil Summoner: Raidou Kuzunoha vs. The Soulless Army

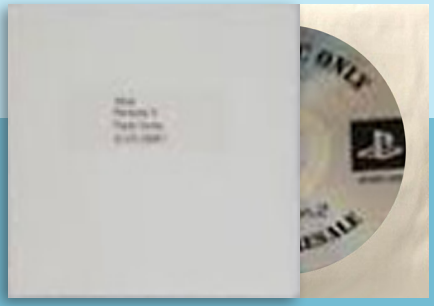
(U) SLUS-28064 (Trade Demo)

Shin Megami Tensei: Digital Devil Saga

(U) SLUS-28049 (Trade Demo)

Shin Megami Tensei: Persona 3

(U) SLUS-28067 (Trade Demo)

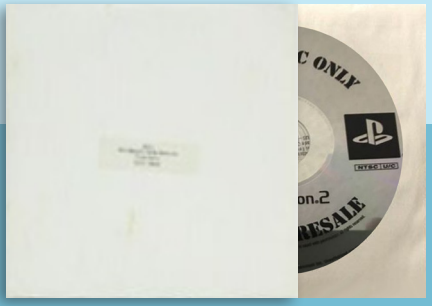


Shin Megami Tensei: Digital Devil Saga 2

(U) SLUS-28052 (Trade Demo)

Shin Megami Tensei: Nocturne

(U) SLUS-28045 (Trade Demo)



Shin Megami Tensei: Persona 3 FES

(U) SLUS-28068 (Trade Demo)

Shin Megami Tensei: Persona 4

(U) SLUS-28069 (Trade Demo)

Smash Court Tennis Pro Tournament 2

(P) SCED-52618

Sphinx and the Cursed Mummy

(U) SLUS-29057

Smash Court Tennis Pro Tournament

(P) SCED-50932

Soccer America

(J) SLPM-60120 (Trial)

Spartan: Total Warrior

(P) SLED-53732

Spy Hunter

(P) SLED-50488

Space Channel 5 Part 2

(P) SCED-51405

Siren

(U) SCUS-97398

The demo came in a large card-sleeve.

Siren

(J) PCPX 96636 (Over-the-counter trial)

The demo was playable in shops. It came sealed with a PS2 tear strip in a thin jewelcase without any inserts.

Siren

(P) SCES 51920 (au)
(P) SCES 52330 (sp)

Siren

(P) SCED-52260

The disc contains a playable demo, a trailer, and a making of feature.

Siren

(J) PAPX-90511 (Trial)

The demo came with a booklet. It contains a playable demo, a trailer, and a making of feature.

Street Fighter EX3

(J) SLPM-60105 (Demo, Taikenban)

SoulCalibur II

(U) SLUS-29058
(P) SLED-51901

SoulCalibur III

(P) SCED-53674
(J) SLPM-61133 (Trial, Famitsu Playable Special Disk)

Rumble Roses

(J) SLPM-61106 (Trial)

Steamboy

(J) SLPM-60265 (Trial Version, Unconfirmed)

Stella Deus: The Gate of Eternity

(U) SLUS-28050 (Trade Demo)

Sly Cooper and the Thievius Raccoonus

(U) SCUS-97210
(P) SCED-51452
(J) PAPX-90231 (Trial)

Sly 2: Band of Thieves

(U) SCUS-97415 (E3 Demo)
(U) SCUS-97457 (Retail Demo)

Sly 3: Honor Among Thieves

(U) SCUS-97484 (E3 Demo)
(U) SCUS-97527 (Regular Demo)
(P) SCED-53802

Syphon Filter: Dark Mirror

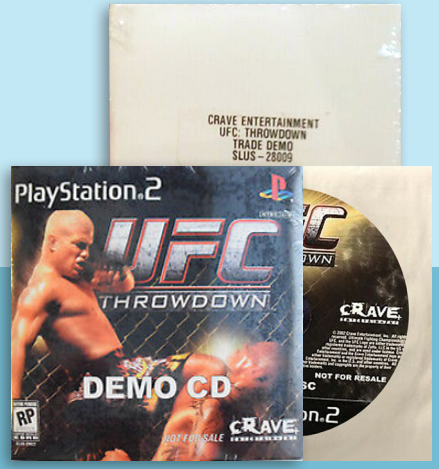
(U) SCUS-97620

Syphon Filter: The Omega Strain

(U) SCUS-97377 (Regular Demo)
(P) TCES-52033 (Beta Trial Disc)

Ultimate Fighting Championship: Throwdown

(U) SLUS-29022 (Regular Demo)
(U) SLUS-28009 (Trade Demo)



The Matrix: Path of Neo

(P) SLED-53845

Tim Burton's The Nightmare Before Christmas: Oogie's Revenge

(J) SLPM-61090 (Trial)

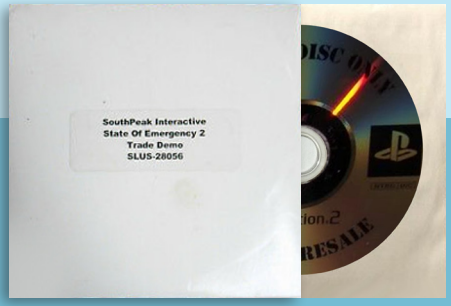
Unison & DOA2: Hardcore

(U) SLUS-29004

This disc includes demos for Unison: Rebels of Rhythm & Dance and DOA2: Hardcore.

State of Emergency 2

(U) SLUS-28056 (Trade Demo)



Splashdown: Rides Gone Wild

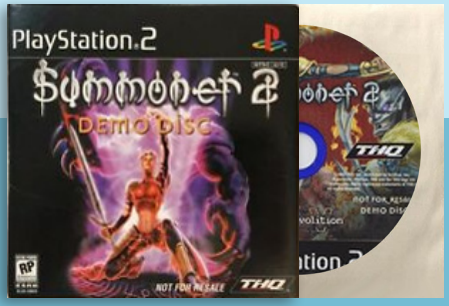
(U) SLUS-29054

Starsky & Hutch

(P) SLED-51651

Summoner 2

(U) SLUS-29029
(P) SLED-51091



Sub Rebellion

(J) SLPM-60176 (Trial)

Stolen

(P) SLED-53137

Super Bust-A-Move

(J) SLPM-60115 (Trial)

Suzumiya Haruhi no Tomadoi

(J) SLPM-68020 (Bonus disc, game videos)

Surveillance: Kanshisha

(J) PAPX-90220 (Trial)

Surfing H3O

(J) SLPM-60118 (Trial)

Swing Away Golf

(J) SLPM-60107 (Demo, Taikenban)

Sword of the Samurai

(J) SLPM-60177 (Trial)

Stuntman

(P) SLED-50489
(P) SLED-51012

Taikyoku Mahjong: Net de Ron!

(J) SLPM-60161 (Demo, Monitor Version)

Tensai Bit-Kun: Gramon Battle

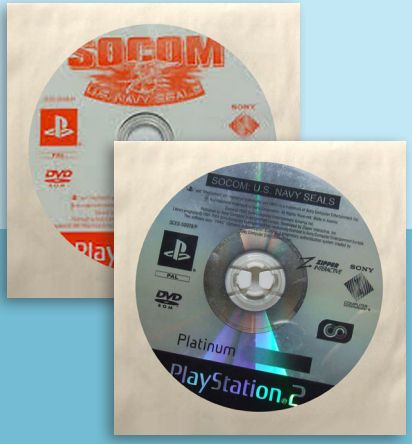
(J) SLPM-61056 (Trial)

Tak and the Power of Juju

(U) SLUS-29067

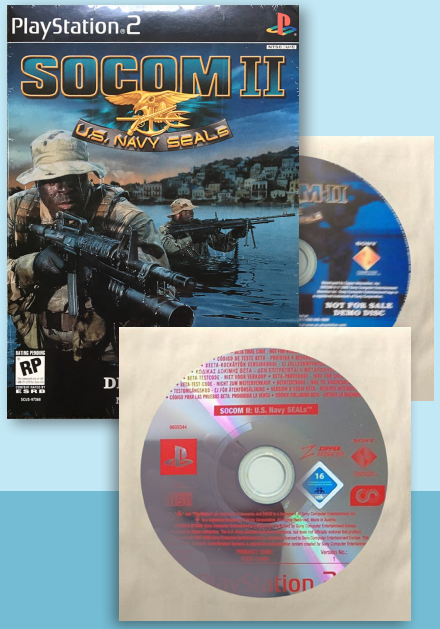
SOCOM: U.S. Navy SEALs

(U) SCUS-97205
(U) SCUS-97859 (Public Beta v1.0)
(P) SCES-50928 (Beta & Full Release)
(P) SCES-50928/P (Platinum, Beta & Full Release)
(P) SCED-51692



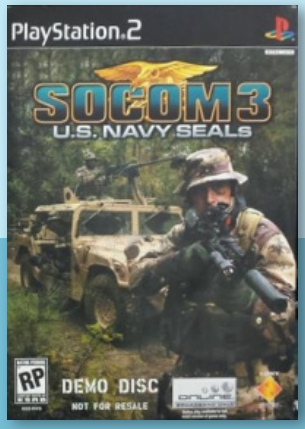
SOCOM II: U.S. Navy SEALs

(U) SCUS-97366 (Public Beta v1.0)
(P) SCUS-97368 (Regular Demo)
(P) TCES-51904 (Beta)



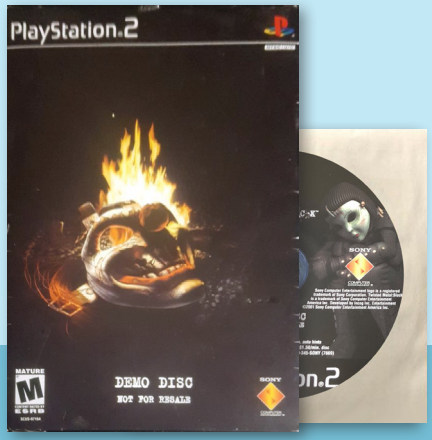
SOCOM 3: U.S. Navy SEALs

(U) SCUS-97489 (Public Beta v.1)
(U) SCUS-97475 (Regular Demo)



Twisted Metal: Black

(U) SCUS-97164

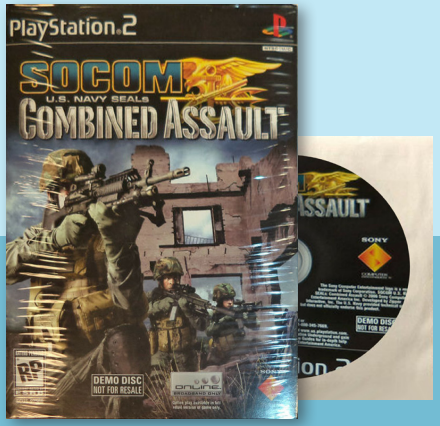


The Incredible Hulk: Ultimate Destruction

(U) SLUS-29148
(P) SLED-53445

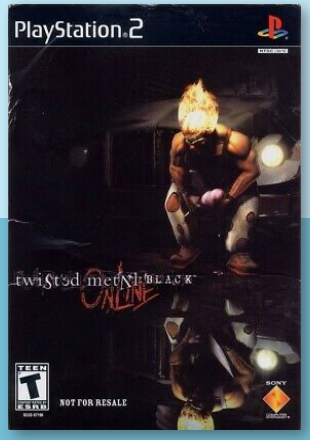
SOCOM: U.S. Navy Seals: Combined Assault

(U) SCUS-97560



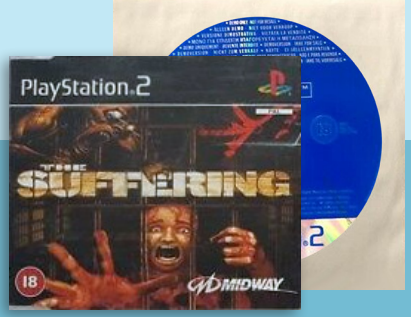
Twisted Metal: Black Online

(U) SCUS-97860 (Public Beta v1.0 & v2.0)



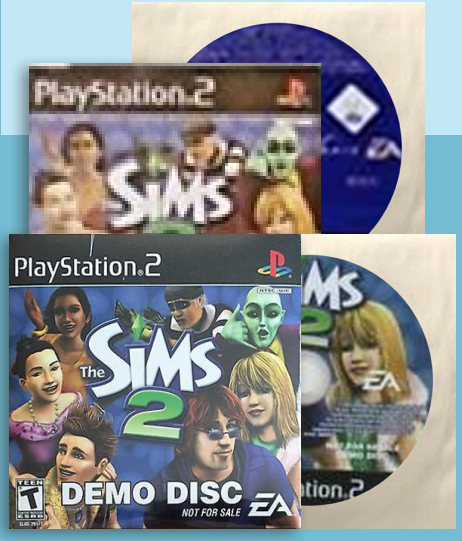
The Suffering

(P) SLED-52488



The Sims 2

(U) SLUS-29173
(P) SLED-53770



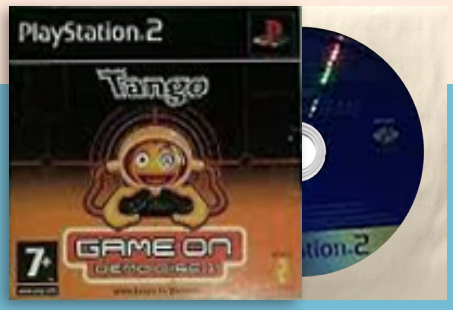
Tango: Game On Demo Disc 1

Release date 2003
(P) SCED-51454

This is a demo disc from the Tango Game On promotional event.

Contents:
Games:
- *Sly Cooper and the Thievius Raccoonus*
- *Ratchet & Clank*
- *Jak and Daxter: The Precursor Legacy*

Videos:
- *Ape Escape 2*
- *Pac-Man World 2*
- *War of the Monsters*
- *Tango drink helmet advertisement*
- *Tango drink waterbed advertisement*



Tango: Game On Demo Disc 2

Release date 2003
(P) SCED-51643

This is the second demo disc from the Tango Game On promotional event.

Contents:
Games:
- *WRC II Extreme*
- *World Tour Soccer 2003*
- *MotoGP 3*

Videos:
- *F1 2002*
- *Gran Turismo Concept: 2002 Tokyo-Geneva*
- *Gran Turismo 3: A-Spec*
- *Tango drink helmet advertisement*
- *Tango drink waterbed advertisement*

Technictix

(J) SLPM-60134 (Trial)

The Adventures of Cookie & Cream

(J) SLPM-60127 (Demo, Taikenban)

Tango: Game On Demo Disc 3

(P) SCED-51644

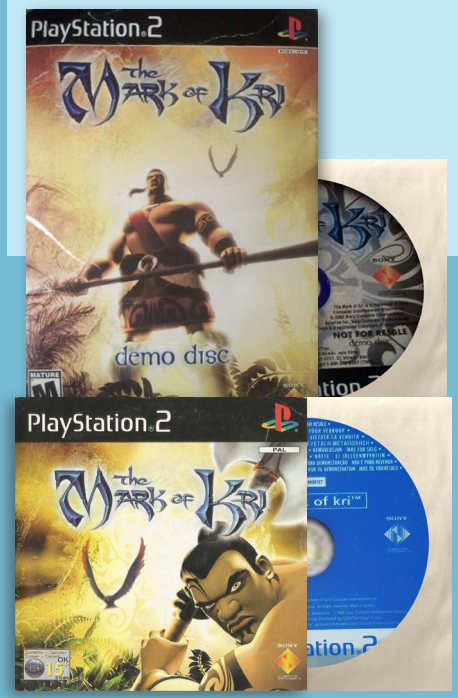
This is the third and final demo disc from the event.

Contents:
Games:
- *Final Fantasy X*
- *ICO*
- *Primal*

Videos:
- *Kingdom Hearts*
- *Dark Chronicle*
- *Tango Ads*

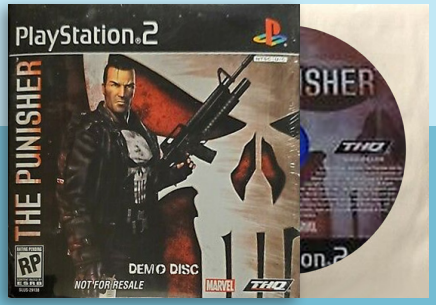
The Mark of Kri

(U) SCUS-97222
(P) SCED-51406



The Punisher

(U) SLUS-29138



TVDJ

(J) PAPX-90204 (Trial)

Tekken 4

(U) SLUS-29034 (Regular Demo)
(U) SLUS-28012 (Trade Demo)
(P) SCED-51120

Tekken Tag Tournament

(P) SCED-50041

Top Gun: Combat Zones

(U) SLUS-29012

True Crime: Streets of LA

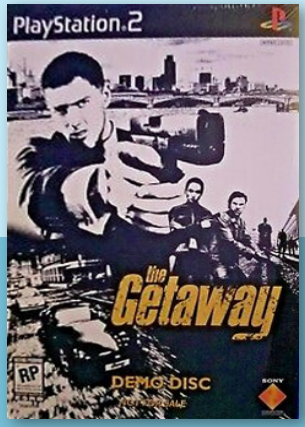
(P) SLED-51902

Tekken 5

(U) SLUS-21160
(P) SCED-53538

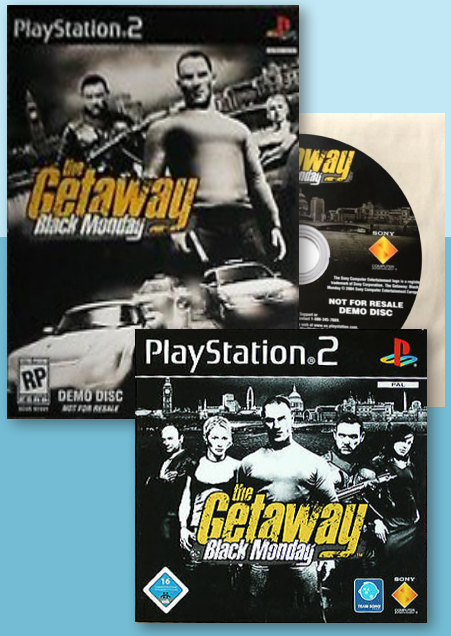
The Getaway

(U) SCUS-97232
(P) SCED-51351



The Getaway: Black Monday

(U) SCUS-97441
(P) SCED-52946



Tenshi no Present: Marl Oukoku Monogatari

(J) SLPM-60137 (Trial)

Test Drive Unlimited

(U) SLUS-29192 (Public Beta Vol.1.0)

Test Drive: Eve of Destruction

(U) SLUS-28043 (Trade Demo)

The Red Star

(P) SLES-52741

The Scorpion King: Rise of the Akkadian

(U) SLUS-29036

The Yamanote Sen: Train Simulator Real

(J) PAPX-90502 (Trial)

Tian Xing: Swords of Destiny

(J) SLPM-61112 (Trial)

Tian Xing: Swords of Destiny

(J) PCPX-96323 (Demo, Movie)

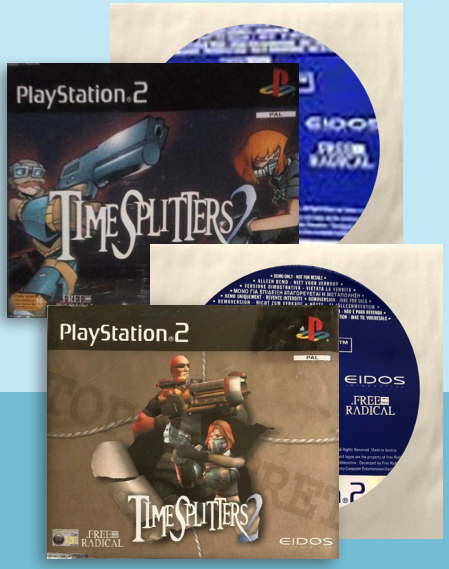
Time Crisis II & Vampire Night

(J) SLPM-61013

This disc includes Japanese demos for Time Crisis II and Vampire Night.

TimeSplitters 2

(P) SLED-50884



War of the Monsters

(U) SCUS-97260 (Trial)

TimeSplitters: Future Perfect

(P) SLED-53066

TOCA Race Driver 3

(U) SLUS-29178

Vans Warped Tour '01

Release date 2001
(U) SCUS-97153

This is a demo disc for traveling music festival Warped Tour.

Contents:
Games:
- ATV Offroad Fury
- Cool Boarders 2001
- Dark Cloud
- Soul Reaver 2
- Twisted Metal Black
- Red Faction

Tomb Raider: Legend

(P) SLED-54022
(J) SLPM-61155 (Trial)

Vans Warped Tour '01

Release date 2001
(U) SCUS-97153 (Trial)

This is a demo disc for traveling music festival Warped Tour.

Virtua Quest

(J) SLPM-60245 (Trial)
(J) SLPM-60242 (Playable Demo)

Tokyo Game Show
Bandai Namco Booth Distribution Disc 2005

Release date September 16, 2005
(J) SLPM-61125

Contents:
Games:
- MotoGP 4
- Critical Velocity
- Urban Reign
Videos:
- Tales of the Abyss
- Soul Calibur 3
- Samurai Champloo: Sidetracked
- .hack//G.U. vol. 1//Rebirth
- Gallery Fake

Total Overdose:
A Gunslinger's Tale in Mexico

(U) SLUS-29170
(P) SLED-53745

Tom Clancy's Splinter Cell
Pandora Tomorrow

(P) TLES-52149 (Beta Trial Disc)

Tokyo Xtreme Racer 3

(J) SLPM-60206 (Trial)

Tourist Trophy

(J) PCPX-96660 (Trial)

Truck Kyousokyoku

(J) PCPX-96660 (Trial)

UEFA Euro 2004: Portugal

(P) SLED-52476

Ultraman

(J) SLPM-61080 (Trial)

Ultraman
Fighting Evolution 2

(J) SLPM-60190 (Trial)

Under the Skin

(J) SLPM-61084 (Trial)

Tom Clancy's Ghost Recon

(P) SLED-51338

Tokyo Xtreme Racer DRIFT

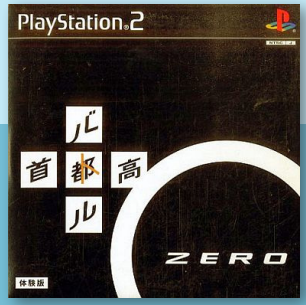
(J) SLPM-60195 (Trial)

Tokyo Xtreme Racer DRIFT 2

(J) SLPM-61121 (Trial)

Tokyo Xtreme Racer: Zero

(J) SLPM-60132



Tom Clancy's Splinter Cell

(U) SLUS-29048
(P) SLED-51472

Transformers

(U) SLUS-29107 (Regular Demo)
(U) SLUS-28040 (Trade Demo)
(P) SLED-52474 (Demo, Transformers: Red Alert)
(P) SLED-52473 (Demo, Transformers: Optimus Prime)
(P) SLED-52441

Urban Chaos: Riot Response

(P) SLED-53980

UPS2 Italia Kids
Special 2005 Demo

Release date 2005
(P) SCED-53798

This is a special issue of Official PlayStation 2 Magazine Italy.

Contents:
Games:
- *Ape Escape 2*
- *LEGO Star Wars*
- *Madagascar*
- *Scooby-Doo! Mystery Mayhem*
- *Shrek Superslam*
- *Sly 3: Honour Amongst Thieves*
- *Spongebob Squarepants: The Movie*
- *Spyro: A Hero's Tail*
- *Teenage Mutant Ninja Turtles 2: Battle Nexus*
- *The Incredibles*
- *The Simpsons: Hit And Run*

UPS2M Italia
Speciale Wrestling

Release date 2004
(P) SCED-54602

This is a special issue of Official PlayStation 2 Magazine Italy.

UPS2M Demo Special Cinema

Release date 2005
(P) SCED-54543

This is a special issue of Official PlayStation 2 Magazine Italy.

Contents:
Games:
- *The Chronicles of Narnia*
- *Eragon*
- *Arthur and the Invisibles*
- *Silent Hill 4*
- *Van Helsing*
- *Tomb Raider Legend*
- *LEGO Star Wars 2*
- *The Matrix: Path of Neo*
- *Peter Jackson's King Kong*
- *24: The Game*
- *Evil Dead Regeneration*
- *Madagascar*
- *Constantine*

UPS2 Speciale Platinum 2007

Release date 2007
(P) SCED-54682

This is a special issue of Official PlayStation 2 Magazine Italy.

Contents:
Games:
- *Need for Speed Most Wanted*
- *Pro Evolution Soccer 5*
- *Soul Calibur III*
- *Ratchet Gladiator*
- *FIFA 06*
- *TOCA Race Driver 3*
- *FIFA Street 2*
- *Jak 3*
- *Tekken 5*

UPS2 Speciale Racing 2007

Release date 2007
(P) SCED-54730

This is a special issue of Official PlayStation 2 Magazine Italy.

Contents:
Games:
- *Need for Speed Carbon*
- *Driver Parallel Lines*
- *TOCA Race Driver 3*
- *Formula One 06*
- *Micro Machines V4*
- *WRC Rally Evolved*
- *Burnout 3*
- *MotoGP 3*
- *Enthusia*
- *Colin McRae Rally 2005*
- *Juiced*

UPS2 Speciale Sport 2007

Release date 2007
(P) SCED-54730

This is a special issue of Official PlayStation 2 Magazine Italy.

Contents:
Games:
- *B-Boy*
- *EA Rugby 2006*
- *EyeToy Play Sports*
- *FIFA 06*
- *FIFA 07*
- *FIFA Streets 2*
- *Fight Night Round 3*
- *Formula One 06*
- *LMA Manager*
- *MotoGP 3*
- *NHL 06*
- *Pro Evolution Soccer 5*
- *Pro Evolution Soccer 6*

UPS2M Demo
Italia Special Racing

Release date 2006
(P) SCED-54069

This is a special issue of Official PlayStation 2 Magazine Italy.

Contents:
Games:
- Need For Speed Most Wanted
- Burnout Revenge
- Enthusia
- Juiced
- WRC Rally Evolved
- Formula One 05
- TOCA Race Driver 3
- Colin McRae Rally 05
- Street Racing Syndicate
- Crash Tag Team Racing
Videos:
- Gran Turismo 4

UPS2M Special Platinum 2006

Release date 2006
(P) SCED-53946

This is a special issue of Official PlayStation 2 Magazine Italy.

Contents:
Games:
- Metal Gear Solid 3: Snake Eater
- WRC 4
- Killzone
- Pro Evolution Soccer 4
- Prince Of Persia Warrior Within
- Ratchet & Clank 3
- Jak 3
- Sonic Heroes
- Star Wars Battlefront
- Juiced
- Colin McRae Rally 4
- LEGO Star Wars
Videos:
- Gran Turismo 4

UPS2M Platinum
Speciale 2003

Release date 2003
(P) SCED-52183

This is a special issue of Official PlayStation 2 Magazine Italy.

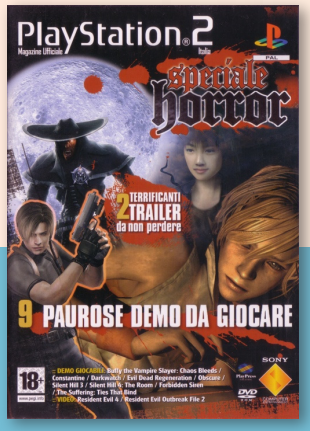
Contents:
Games:
- Final Fantasy X
- Jak And Daxter
- Metal Gear Solid 2
- Tekken 4
- WRC
- Ratchet And Clank Splinter Cell
- Pro Evolution Soccer 2
- This Is Football 2003
- MotoGP

UPS2M Speciale Di Corso

Release date December 2004
(P) SCED-52795

This is a special issue of Official PlayStation 2 Magazine Italy.

Contents:
Games:
- Burnout 3: Takedown
- Ferrari F355 Challenge
- Ford Racing 2
- Formula One 04
- MotoGP 3
- MX Unleashed
- Need for Speed Underground 2
- R: Racing
- Richard Burns Rally
- TOCA Race Driver 2:
The Ultimate Racing Simulator
- World Rally Championship 4
Videos:
- Gran Turismo 4
Saves:
- Formula One 04



UPS2M Italia Demo
Speciale Horror

Release date 2006
(P) SCED-53947

This is a special issue of Official PlayStation 2 Magazine Italy.

Contents:
Games:
- Silent Hill 3
- Silent Hill 4: The Room
- Siren (Italian version)
Videos:
- Resident Evil 4 (gameplay)
- Resident Evil Outbreak File #2

UPS2M Special Sports Demo

Release date 2005 (?)
(P) SCED-53905

This is a special issue of Official PlayStation 2 Magazine Italy.

Contents:
Games:
- FIFA 06
- Everybody's Golf
- Pro Evolution Soccer 5
- WWE Smackdown:
Shut Your Mouth
- WRC: Rally Evolved
- F1 2005
- Smash Court Tennis
Pro Tournament 2
- Tiger Woods 06
- MotoGP 3
Videos:
- EyeToy Kinetic

UPS2M Speciale Platinum Italia

Release date SCED-53043
(P) SCED-53798

This is a special issue of Official PlayStation 2 Magazine Italy.

Contents:
Games:
- *FIFA 2004*
- *Formula One 2003*
- *Jak II*
- *Mortal Kombat: Deadly Alliance*
- *Need for Speed Underground*
- *Prince of Persia: The Sands of Time*
- *Pro Evolution Soccer 3*
- *Ratchet & Clank 2*
- *Tom Clancy's Splinter Cell Pandora Tomorrow*
- *WWE Smackdown*

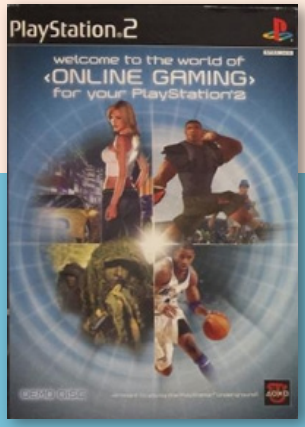
Welcome to the World of Online Gaming

Release date 2004
(U) SCUS-97394

This is a PlayStation Underground demo disc.

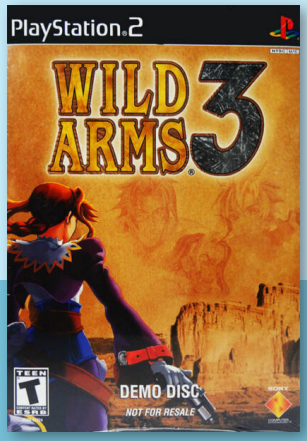
Contents:
Games:
- *NFL Street (online)*
- *MTX Mototrax*
- *NBA ShootOut 2004 (online)*
- *Fight Night 2004*
- *Tom Clancy's Ghost Recon: Jungle Storm*
- *Need for Speed Underground*

Videos:
- *Final Fantasy XI*
- *The Sims Bustin' Out*



Wild Arms 3

(U) SCUS-97224
(J) PCPX-96515 (Demo, Video disc)



Wild Arms 4

(J) PCPX-96654 (Trial)

Wild Arms 5

(J) PAPX-90524 (Trial)

Wipeout Fusion

(P) SCED-50768

Visual Works of Anubis

Release date February 17, 2003
(U) SLPM-60200

A demo disc bundled with Z.O.E. 2 game artbook (a collection of ZOE artworks, characters pictures, line drawings, etc.). The disc contains Zone of the Enders: The 2nd Runner demo version and save data.

Warhammer 40,000: Fire Warrior

(U) SLUS-29049
(P) SLES-50958 (Beta v0.02 & Full Release)

(P) SLED-51676

Winning Eleven: Pro Evolution Soccer 2007

(P) SLED-54445

World Soccer Winning Eleven 7 International

(P) SLED-51992
(P) SLED-51993

World Soccer Winning Eleven 8 International

(P) SLED-52879 (Italy, Demo, magazine bundle)

World Soccer Winning Eleven 9

(P) TLES-53544 (Online Beta Trial Disc v0.01)
(P) SLED-53719
(P) SLES-53793 (Italy, Demo, magazine bundle)
(J) SLPM-66255 (Bonus Pack)
(J) SLPM-66255 (Bonus Pack)

World Tour Soccer 2005

(U) SCUS-97396
(J) TCES-51613 (Beta Trial Disc)
(J) SCED-52497

WWE SmackDown! Shut Your Mouth

(J) SLPM-60197 (Trial)

Wrestle Kingdom

(J) SLPM-60278 (Trial)

World Tour Soccer 2002

(U) SCUS-97192
(P) SCED-50449
(P) SCED-50450 (French Demo,

World Tour Soccer 2003

(U) SCUS-97236
(P) SCED-51165

WWF SmackDown! Just Bring It

(U) SLUS-29011
(P) SLED-50478
(J) SLPM-60169 (Trial)

World Tour Soccer 2006

(U) SCUS-97473
(P) TCES-52426 (Beta Trial Disc, v0.02,

Worms 4: Mayhem

(P) SLED-53097

WWE SmackDown! vs. Raw

(U) SLUS-29116 (Public Beta Vol.1.0)
(P) TLES-52781 (Beta Trial Disc)
(J) SLPM-61098 (Trial)

WRC 3

(P) SCED-52141

Victorious Boxers 2: Fighting Spirit

(J) SLPM-61105 (Trial)

Whiplash

(U) SLUS-29080

WRC 4

(P) SCED-52869
(P) TCES-52389 (Beta Trial Disc)
(P) SCED-52880 (Demo, The Official Game of the FIA World Rally Championship)
(P) SCED-52945 (Demo, Ford Fiesta Sports Edition)

Victorious Boxers: Ippo's Road to Glory

(U) SLUS-29013
(J) SLPM-60126 (Trial)
(J) SLPM-61006 (Demo, Premium Disc)

WRC: Rally Evolved

(P) TCES-53247 (Beta Trial Disc, v0.01)

X-Squad

(J) SLPM-60119 (Trial)

WRC II Extreme

(P) SCED-51632 (Special Demo)
(P) SCED-51305 (Special Demo)

XIII

(U) SLUS-29070
(P) SLED-52014
(J) SLPM-60244 (Trial)
(J) PAPX-90235 (Trial, same as 60244?)

Xenosaga Episode III: Also Sprach Zarathustra

(J) SLPM-61147

Yappa RPG Desho

(J) PAPX-90210 (Trial)

Yanya Caballista: City Skater

(J) SLPM-60148 (Trial)

Yakuza

(U) SLUS-29195
(J) SLPM-61140 (Trial)

Yakuza 2

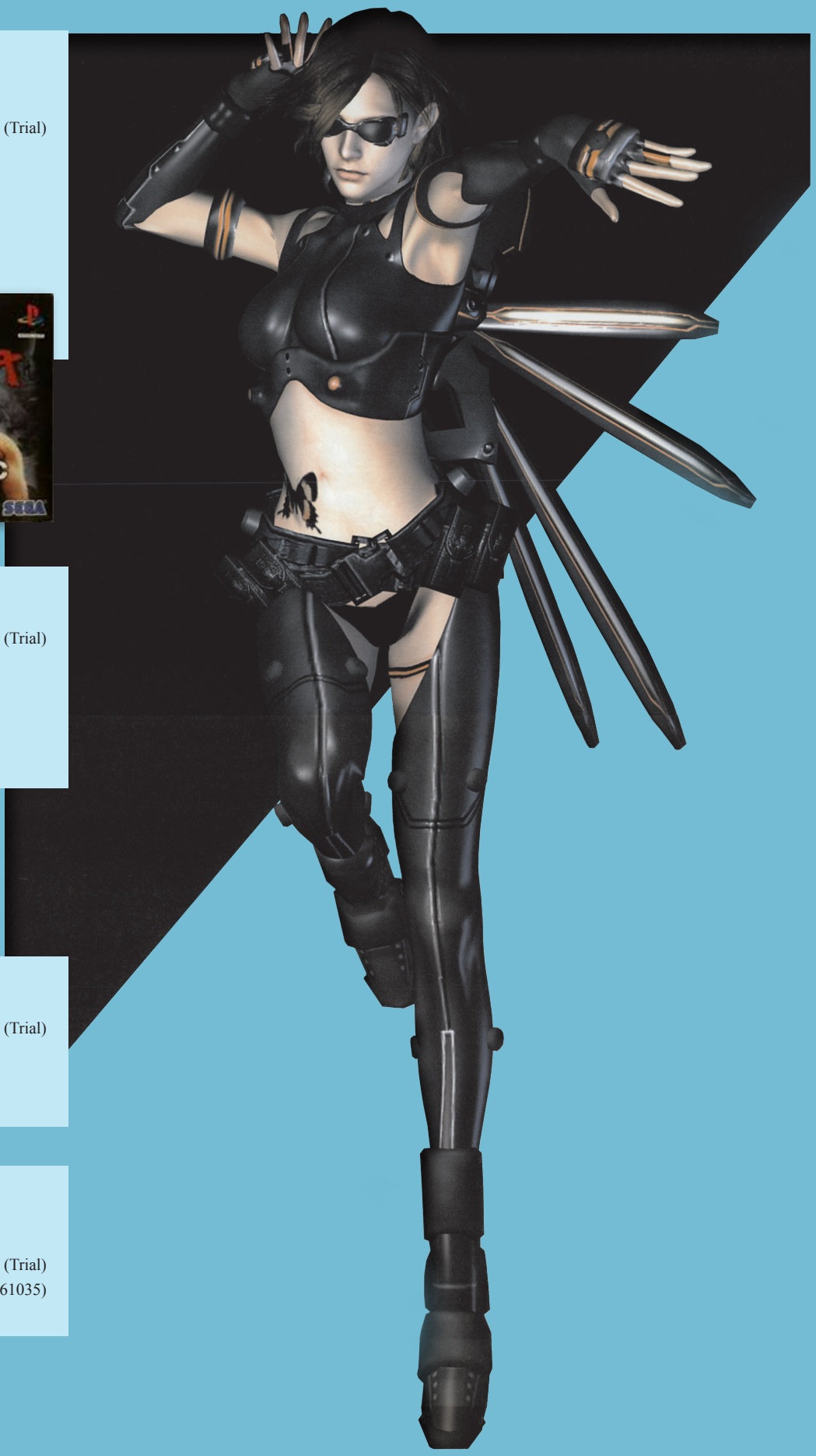
(J) SLPM-61154 (Trial)

Zoku Segare Ijiri

(J) SLPM-60182 (Trial)

Zone of the Enders: The 2nd Runner

(J) SLPM-61035 (Trial)
(J) VW119-J5 (Trial, alt. to 61035)



Beta/Prototype

These pages consists of interesting beta/prototype (an early sample, model, or release of a product built to test a concept or process) versions of released games. These games often start as one project but turns into a completly different game.

These pages are mostly taken from unseen64.net. Please visit unseen64.net for more detailed information and pictures on these games.

Dark Cloud

Developer Level-5
Final release December 14, 2000

Dark Cloud is an action role-playing game developed by Level-5 and published by Sony for the PS2.

When the game was announced on March 2, 1999, Sony president and CEO Ken Kutaragi used a demo of Dark Cloud to showcase the capabilities of the platform. However, many elements of the demo were not used in the release version of the game.

This version focused on a character who needed to return a floating piece of land back to where it originally came from but its location had been replaced with an evil kingdom. The world building parts where demonstrated in this version.

At the Tokyo Game Show in 2000 a more complete demo was available far more similar to the final version.

"unseen64.net"

NARC

Developer VIS Entertainment
Final release March 21, 2005

NARC was developed by VIS Entertainment and published by Midway Games for the Xbox, PC and PS2.

The game's source code (engine) dates back to the three-year-old State of Emergency but it was updated through the development.

Early screenshots from the beta feature various differences:
- The main character models (Marcus and Jack) were changed in the final game.
- The HUD was different.
- Marcus was known as "Hitman" in the beta
- In a video there's a chinese talking about the mission, not seen in the final game.

"unseen64.net"

Beta

Final

Colosseum: Road To Freedom

Developer Ertain
Final release February 17, 2005

Colosseum: Road to Freedom is a hybrid fighting role-playing game developed by Ertain and published by Koei in 2005 for the PS2.

The uncut / beta version is different enough game that it could probably be considered the equivalent of a "director's cut". Aside from the slave trade mode missing, it's an overall much more polished and satisfying game to play all around and certainly a lot less frustrating.

There is a "Retry?" option available for boss battles that lets players replay the fight several times if they lose. Players do not instantly lose all of their items and half their money if they continue as they do in the release version. It is baffling as to why this feature was removed as it lets players "scout" out the boss and if they lose they will be able to prepare themselves better to fight him/her the next time around.

The uncut / beta version contains a "Gore" option that can be turned on or off. When turned on, body parts can be hacked off during battle and go flying across the screen. Severed heads can be used as handheld weapons, thrown, or kicked across the ground at opponents. Legs get hacked off and enemies fall down in severe pain. It adds a lot of fun to the gameplay, and portrays the brutal nature of what was gladiator combat. Body parts can also be carried out after a fight and sold to the merchant for a large amount of money, so much in fact that players can buy any armor they could possibly want and the extra money allows them to upgrade their armors exactly how they want them.

It is not known what happened between the two versions, but so many things were changed around and removed for (what many people would call) worse in the released version and the game may have suffered because of it. It almost looks like as if the game producers/developers had conflicting concepts of how they wanted the game to be.

"unseen64.net"

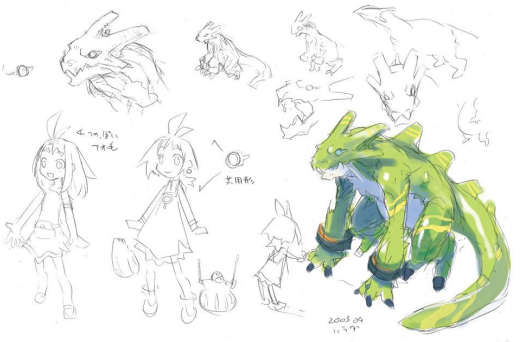
Phantom Brave

Developer Nippon Ichi Software
Final release January 22, 2004

Phantom Brave is a tactical role-playing game for the PS2 developed and published by Nippon Ichi Software.

Phantom Brave was also ported to the Wii and PSP. The Wii port, "We Meet Again", was bundled with a media CD, containing illustration work, sprites used in-game, and character artwork featuring some aspects not found within the game. The images found reveal characters details (Sprout's cape, Marona has more emotion, character being able to dual-wield weapons, etc.) that never made the final cut.

"unseen64.net"



Cold Fear

Developer Darkworks
Final release March 15, 2005

Cold Fear is a 2005 survival horror third-person shooter video game developed by Darkworks and published by Ubisoft for PS2, Xbox and Windows.

Cold Fear didn't start as a horror title, based on information and speculation, darkworks was working on several new projects with several publishing and developing houses. In 2003 when DarkWorks was working with Capcom thier project: Lost Mantis/USS Antarctica was canned. In 2004 DarkWorks worked with Namco U.S. on a new title. The game was Time Crysis Adventure. However the game, much like Lost Mantis, was canned, but not before Ubisoft stepped in and took over the project. Time Crysis Adventure evolved into the game Cold Fear. There are several Concept Art images that remain of Time Crysis: Adventure.

Prior to the games release Cold Fear orignally looked more detailed and gritty. The enviroments showcased in screenshots are different in the final version – similar but different. The main chracter in this build was not from the USCG (United States Coast Guard) but part of the Navy Seals and was involved in the operation that invaded the Russian ship at the begining of the game.

In the alpha build, Tom Hansen was a 29 year old captain of the navy seals. It can be assumed that – much like the final version – the navy seals was wiped out. Making Tom Hansen the last survivor on the Russian ship.

In alpha build, Anna was known as Irina. She was a 27 year old Russian Secret Service Agent. It's unkown what her goals and or objectives were. It's also unkown if she would be found on the ship when Tom explores a way to escape orwould work together when they board the Russian ship together.

With the alpha build scrapped – with few of the names, characters, plot reused – the entire project was overhauld. With the characters Tom Hansen not being part of the Navy Seals, but being part of the USCG and Irna became Anna. However she wasn't a Russian agent but the daughter of a scientist. The settings remained the same (with minor tweaks) and the story changed, but not completely overhauled.

Tom Hansen's face from his alpha build was going to be reused again for his USCG look. His face was later changed from his bald headed Navy Seal look to a character with wavy blond hair.

"unseen64.net"

While there are few beta screenshots, none of them show anything drastically different. There are screenshots of the game with enemies in different areas and different animations. The animation in question does not appear in the final game.

Dark Cloud

Developer Level-5
Final release December 14, 2000

Dark Cloud is an action role-playing game developed by Level-5 and published by Sony for the PS2.

When the game was announced on March 2, 1999, Sony president and CEO Ken Kutaragi used a demo of Dark Cloud to showcase the capabilities of the platform. However, many elements of the demo were not used in the release version of the game.

This version focused on a character who needed to return a floating piece of land back to where it originally came from but its location had been replaced with an evil kingdom. The world building parts where demonstrated in this version.

At the Tokyo Game Show in 2000 a more complete demo was available far more similar to the final version.

"unseen64.net"

Gran Turismo 4

Developer Level-5
Final release December 14, 2000

This first Gran Turismo 4 footage was shown at E3 2003. This video contains an early and incomplete version of the Grand Canyon Circuit (low-detailed textures for the circuit and the background) as well as less-detailed car models of the Subaru Impreza WRX Rally Car '03 and the Toyota Corolla WRC '97.

Crash Bandicoot: Wrath of Cortex

Developer Traveller's Tales
Final release October 29, 2001

Crash Bandicoot: The Wrath of Cortex is a platform game developed by Traveller's Tales and published by Universal Interactive Studios for PS2, Xbox, and GameCube, with Eurocom developing the port for the last console.

The Wrath of Cortex was the first Crash Bandicoot platformer to come out after Naughty Dog's contract with Universal expired. It was also the first game in the series for the PS2, so a lot of pressure was involved. Traveller's Tales developed The Wrath of Cortex, but things weren't as simple as they seem.

iSwamp from crashmania.net iSwamp contacted Mark Cerny, former president of Universal Interactive Studios and executive producer of the Naughty Dog Crash games, as well as designer for Crash Bash for their words regarding the very first decisions made for Crash's first PS2 adventure:

"There was a discussion at the time (the year would be 1999) as to whether to create a free roaming Crash for PS2, or a run-along-a-path game like the PS1 Crash games. Ultimately the decision was made to pursue the run-along-a-path type of game - the reason being that shifting development from Naughty Dog to another developer was risky, and that changing the game type to free roaming would add another element of risk. Now to be clear, when I say "the decision was made," it wasn't my decision, it was the decision of the execs at Universal. I'd already resigned as president, and although I was being considered as a designer for the PS2 Crash game, I certainly wasn't in a decision making capacity at that time."

Had Mark Cerny led the creation of the game, Crash would have probably gone through his first free-roaming adventure. The idea of a free-roaming Crash, however, wasn't realized until years later with Crash Twinsanity.

"For the details of the game, I can't recall any - beyond that we'd shake up the game format and go free roaming. Sorry!"

About the concept for the game, Traveller's Tales, Jon Burton said:

"All I can say is that the game was going to be designed by Mark Cerny and his design partner at the time, it was to be developed by TT, and was to be free roaming. No designs were ever done by Mark, and we had to wait until the deal was done/undone with Sony before we could start, leaving us with little time to make the game. For clues as to what the game "might" have been you would have to look at what Mark designed next (Jak and Daxter, Ratchet and Clank etc.). That is the direction that Crash would probably have taken under Mark's design guidance. Sorry I can't be of more help... I ran the team that worked on the game (which became Wrath). There was no work done on Mark's version of the game. Nothing exists..."

A video from the youtube channel, GameHut, feature a pre-vis of Wrath of Cortex which was produced before Traveller's Tales started coding the game. The whole thing was built and animated on Maya, and was used to show Universal what the developers thought the next Crash (which became Wrath of Cortex) should look like. It is just an animation, but it was very close to the final game.

"crashmania.net"

Crash Twinsanity / Crash Bandicoot Evolution

Crash Twinsanity started out as a much more ambitious project before it became the final released version. A vast amount of concepts and ideas were made that didn't make the cut, as the game was initially proposed to combine an epic story with a sci-fi setting and some RPG elements. This version of the game was known as Crash Bandicoot Evolution, and it began development by Traveller's Tales Oxford Studios shortly after The Wrath of Cortex's release.

According to Paul Gardner, who was part of the development team, one of the reasons Evolution was changed is because it was being developed at the same time Ratchet & Clank came out, which featured a similar set-up by sheer coincidence:

"Evolution began with Crashs island being stolen from the Earth by the Evil Twins and used as a jigsaw-piece in one giant planet made from pieces of others. (...) But when Ratchet and Clank was released Insomniac had had the same idea; their planet looked identical to ours, so we decided to start over (...)"

The team officially worked on Evolution until the year 2003, at which point it started being adapted to Twinsanity. The original lead designer for the project, Richard M. Albon, revealed a lot of information and concept art on the official Vivendi Universal Games Forum back in mid-2005. This section contains an archive of his posts along with the accompanying art.

"crashmania.net"

Fahrenheit

Developer Quantic Dream
Final release September 16, 2005

Fahrenheit, also known as Indigo Prophecy, is a cinematic interactive drama action-adventure developed by Quantic Dream and published by Atari for the PS2 and Xbox on September 16, 2005.

The game evolved a lot during its development as can be seen from the early BETA screens. The character models, some scenes and locations were changed in the final version, among other things.

"unseen64.net"

Beta:

Final:

Beta:

Final:

Beta:

Final:

Dead to Rights 2: Hell to Pay

Developer Widescreen Games / Namco
Final release April 12, 2005

Dead to Rights 2: Hell To Pay was the original concept that Namco created for their Dead To Right's sequel, but that beta version was canned and then reworked, to make the final Dead to Rights 2 that was finally published in 2005, for PS2 and Xbox. The project was developed by Namco Hometek / Widescreen Games and it seems that the game was supposed to be a real sequel instead of a prequel (as the released version).

As seen in the early screens and videos, the main character had different clothes than the ones he wears in the "prequel" and he had the scars that he gets in the first game. Also, it seems that the 3D engine in the beta version was the same one used in the original Dead to Rights, but it was "updated" for the published Dead to Rights 2. It's currently unknow how much of the original Deat to Rights 2 was kept in the prequel, but probably Namco decided to rework the game for quality reasons.

"unseen64.net"

WWF Smackdown: Just Bring It

Developer Yuke's
Final release 16 November 2001

WWF SmackDown! Just Bring It (Exciting Pro Wrestling 3 in Japan) is a professional wrestling game released on the PS2 by THQ and developed by Yuke's.

In the early screenshots from the beta version some differences can be seen:

Jericho, Angle and Jeff Hardy had different costumes in the final game, these models can still be used with a gameshark/codebreaker

The game had 3D announcers sitting at the announcers table, who would sometimes pop-up in a "picture in picture" view to talk about the match. Both of these features where cut out of the final game (Although a picture of Tazz and Micheal Cole commentating on the back are included of the boxart).

Players would be able to attack the announcers during the match

In the final game there is only one ladder in ladder/tlc matches, while in the beta there were a lot.

There are no big ladders at all in the final game.

In the beta it was possible to do attacks with the ladder which were removed from the final game (Dropkicking the ladder into the face).

The game would also feature an alternate start screen.

"unseen64.net"

Gauntlet: Seven Sorrows

Developer Midway Studios San Diego
Final release December 12, 2005

Gauntlet: Seven Sorrows is part of the Gauntlet video game series and fuses fantasy fighting action with the strategic role-playing collecting and customization elements for solo play, co-op and an online community.

The game was developed by Midway's San Diego, at the beginning with the help of John Romero and Josh Sawyer, but they were later removed from the project. The original prototype of the beta had some big differences from the final version: even the original story mode was cut. The two characters created by Romero and Sawyer, Lancer and Tragedian, were completely dropped from the game.

Part of the original, M-rated storyline would had seen the Flesh-Eater's leader, Veledia and their struggle against the Aesatae and Morbus, while Madoc (the Wizard), would had to find out that his captured daughter was tied to a stone, raped and then killed.

The initial Gauntlet proto had a random dungeons generator with various modular tile types and a final arena for the bosses, but in the end they decided to scrap it and use linear levels.

"unseen64.net"

Melty Blood: Actress Again

Developer Type-Moon, French-Bread
Final release July 27, 2007

Melty Blood is a visual novel and fighting game, co-developed by dōjin circles Type-Moon and French-Bread, originally released at Comiket in December 2002.

A removed playable character was found in the PS2 version beta version. The character is named Powered Ciel, but the game does not start after selecting her. It may be that the developers planned to use Powered Ciel as a playable character, but she was removed at the last moment. In the characters-select screen, one of the portraits is the icon of Powered Ciel is also included.

Powerd Ciel was later made a fully-playable character in Melty Blood revision, dubbed Melty Blood Actress Again: Current Code.

Ikusagami (Demon Chaos)

Developer Genki, Now Production
Final release November 24, 2005

Demon Chaos, known in Japan as Ikusagami, is a hack and slash game which was co-developed by Genki and Now Production for the PS2.

The beta has a few differences compared to the released version.

Ōkami

Developer Clover Studio
Final release 20 April 2006

Ōkami is an action-adventure developed by Clover Studio and published by Capcom.

The beta version was alot more different from the final release. The game was originally planned to be rendered in a more photorealistic 3D style. However, Clover Studios determined that the more colorful sumi-e style allowed them to better convey Amaterasu's association with nature and the task of restoring it. This change did not increase the game's performance. You can play a video clip of Amaterasu in her original realistic style after beating the game.

The Okami director, Hideki Kamiya, talked about the early prototype in an interview on 1UP:

"When I first started talking about it with [producer Atsushi] Inaba, the only starting point we had for Okami was a game that depicted a lot of nature. I couldn't say 'I don't know if this'll be fun or not' because than nobody on the dev team would be enthusiastic about it, so instead I was like 'This is gonna be great! I know it will!' So eventually the discussion shifted to a wolf running around, and we made this minute-long video depicting a wolf running through a field and trees sprouting up behind him and I told the team 'See, isn't that neat?'

Our first test run was incredibly boring to play. I was grinding my teeth at night, I was so worried. At one point, we were so far off-track that it had turned into a simulation game — you had hexes and trees sprouted on them. It was total garbage. A couple of devs said to me afterwards 'Something was definitely wrong with you around that time, Kamiya!'".

"unseen64.net"

God Of War

Developer SCE Santa Monica Studio
Final release March 22, 2005

God of War is a third-person hack and slash action-adventure game developed by Santa Monica Studio and published by SCE.

The prototype was made to show basic mechanics of the game, where players can swim, fight, jump, etc.. It also featured a rope-swinging feature and wallclimbing. The player-character is a human knight with a shield and a sword.

The beta also included an Icarus level, where the player can fly around with wings. But this was eventually dropped because of time consuming. Enemies were also scrapped or reworked, like the Harpies, who were larger, but was shrunk down in the final release.

The Kronos level was also different, where the player would have to run from the giant.

Another level, which was mostly complete, featured an elevator, where players was forced of the elevator, needing to run another route to catch up with it again. This level was time-based where players would have to run away from a sandstorm, and missing the elevator would give players a game over.

In the very first God of War footage ever shown in 2004, a beta version of the HUD is present, along with a slightly different Kratos, beta Blades of chaos and beta enemies.

In the final release of the game it is possible to unlock a bonus room (the Character Graveyard), in which the developers have collected various beta enemies that were rejected and early designs of some used ones.

Also, another bonus video that can be unlocked in the final game, shows various removed levels and early prototypes.

God of War 2

Developer SCE Santa Monica Studio
Final release March 13, 2007

God of War II is a hack and slash action-adventure game developed by Santa Monica Studio and published by SCE.

In the final game it's possible to unlock a bonus video in which to take a look at some removed levels, as the Colosseum, an Aquaduct, the Rhode's Marketplace, Atlantis and The Tomb, plus some test / debug levels as the one in the river. An unused move was also found in the game's code.

The Getaway

Developer Genki, Now Production
Final release November 24, 2005

The game originally began life on the PlayStation, off the back of Porsche Challenge. After having made an acclaimed circuit driving game, Team SOHO – like many other developers at the time – felt that a free roaming vehicle game was an interesting concept worth exploring. The title was prototyped and playable missions were made, but it then evolved into a PS2 project. However the original code was kept and there was talk of including it on the finished game, which would ultimately not happen. Apart from several screenshots printed in the Official U.S. PlayStation Magazine, the original version would never see release.

The hype surrounding the project began in earnest just before E3 2000, when a series of screenshots were published online. They revealed an amazing level of detail, clearly showing the very identifiable streets near Team SOHO's studio. Though it has been argued that these shots were actually mock-up pre-renders, it is possible that they were taken from actual PS2-spec hardware running in real time. However, it is clear that these early screen shots include vehicle and character models which are more detailed than those in the final game, as well as higher-resolution textures and a much greater level of anti-aliasing than may be possible on PS2 hardware.

The Getaway apparently had alot more cars in the beta version, but some of the car companies didn't want part in the game, (probably because of the controversy over killing and GTA styled games) and were removed from the final version.

"unseen64.net"

Lemony Snicket's
A Series of Unfortunate Events

Developer Adrenium Games
Final release December 14, 2000

Lemony Snicket's A Series of Unfortunate Events is a platform game based on the book series and the 2004 film of the same name.

Prior to the release of the game, which coincided with the film's premiere in 2004, several screenshots with what appears to be a beta version of the game have been circulating on the web. The level layout seems to be somewhat different from the final build, and Violet Baudelaire's dress in the beta more closely resembled that of in the film (the retail build had her wearing a similar yet more raggedy outfit). The HUD was also different.

The PC version also had some leftover content, such as unused cheat codes, some of which can still be activated, and a Violet character model that was based on the original book incarnations.

"unseen64.net"

Darkwatch

Developer High Moon Studios
Final release August 16, 2005

Darkwatch is an "horror" first-person shooter about an outlaw who is turned into a vampire.

In an early video the main character, Jericho, had a different design than the one used in the final game.

Project BG&E
(Beyond Good & Evil)

Developer Ubisoft Pictures
Final release November 11, 2003

Beyond Good & Evil is a 2003 action-adventure game developed and published by Ubisoft for the PS2, Windows, Xbox and GameCube.

In early development the game was referred to as "Project BG&E" and only later the complete title was revealed to the press. In these beta screens and video, some major differences in the character design of the main protagonist, Jade, can be seen. It also include screenshots of enemies and rooms that seem to have been removed from the final game.

ICO

Developer SCE Japan Studio, Team Ico
Final release September 24, 2001

Ico is an action-adventure game developed by SCE Japan Studio and Team Ico, and published by SCE, released for the PS2 in 2001 and 2002 in various regions.

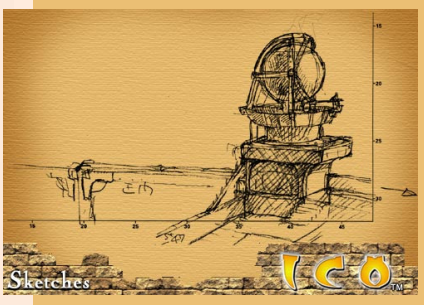
Ico was in development for about 4 years. In the first stages of development Ueda created an animation in Lightwave in order to get a feel for the final game and better convey his vision to the team. In this animation Yorda was the one to have horns rather than Ico and looked rather different in general. In the final game Ico was given horns instead in order to be more easily identified onscreen.

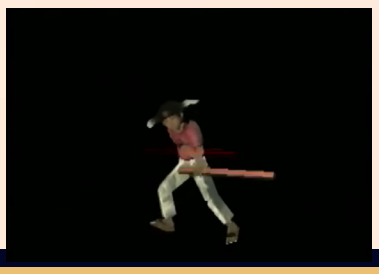
Originally planned for a release on the PlayStation, development started in earnest in 1998 with a team initially composed mostly of people from outside the game industry. Game design was guided by three key notions: to make a game that would be different from others in the genre; that would feature an aesthetic style that would be consistently artistic; and that would play out in an imaginary yet realistic setting. This was primarily achieved by subtracting common gameplay elements, such as the HUD, leaving only what is essential. Another method was using key frame animation instead of the more common motion capture technique.

In 2000, the project was moved to the PS2 due to hardware limitations (as revealed by a Naughty Dog member in a interview with Pop Fiction, a GameTrailers series, that the PS1 only had 2MB of memory, because of this, either the team had to limit many of the content to fit the PS1 or move the project to the PS2).

Elements present around this time included a storyline trying to get Yorda back to her room, rather than an all-out escape from the castle and enemies that resembled the horned warriors seen at the beginning of the final game, rather than the shadowy wraiths. Despite these and some other differences, stylistically the game remained faithful to the original vision presented in the video, as well as always maintaining the core gameplay elements that center around puzzle solving.

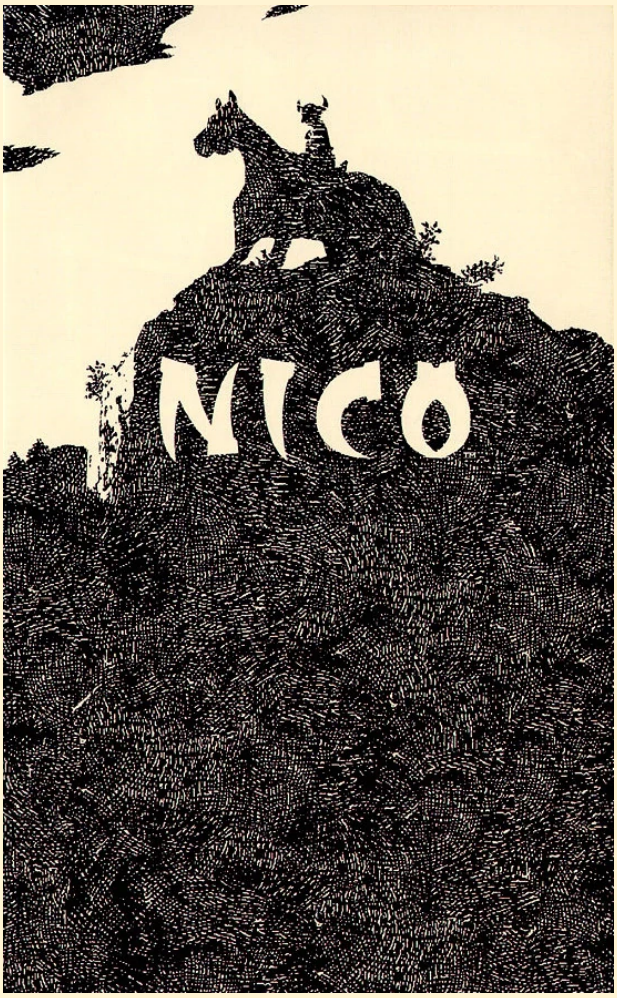
The bonus DVD that came with the Japanese version of Shadow of the Colossus shows the PS1 devolpment video.





Shadow Of The Colossus

Developer SCE Japan Studio, Team Ico
Final release October 18, 2005



Shadow of the Colossus, released in Japan as Wander and the Colossus, is an action-adventure game developed by SCE Japan Studio and Team Ico, and published by SCE for the PS2.

With a team of thirty-five people, Shadow of the Colossus began development in 2002 under the project name Nico (a portmanteau of "Next Ico") and was intended to be a sequel to Ico. An early technology demo for the project shown at the DICE Summit in 2003 depicted a group of masked, horned boys riding horses while attacking and defeating a colossus. However, Fumito Ueda, the creator of Shadow of the Colossus, expressed that, at the time, it was simpler to reuse the character design of Ico's protagonist and that he never explicitly desired a sequel to Ico.

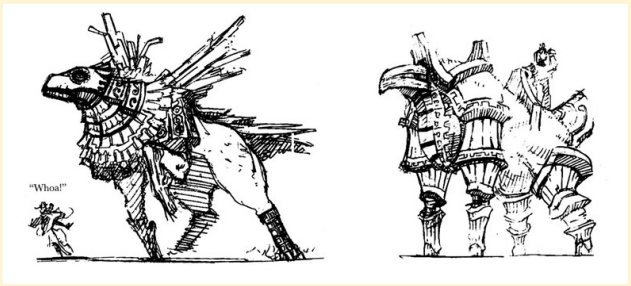
Japanese pre-orders of Shadow of the Colossus later included a bonus DVD with the concept video, a trailer describing Nico's plot, and an introduction the development team states they wanted to use in Shadow of the Colossus. The trailer features several horned boys resembling Ico on horseback pursuing a colossus (whose design would eventually resemble Quadratus in the final game). The battle is hard-fought, but eventually one of the boys manages to climb atop the creature and defeat it. With the colossus dead, the group rides off into the horizon.

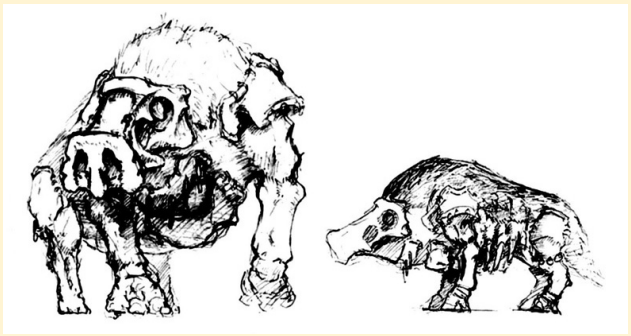
Wander / Wanda, the protagonist of the game had different changes through the development: in the original NICO concept, it looked more like the character from ICO, but while the game evolved in Shadow of the Colossus, Wander became more and more like the final design. Some BEAT designs of Wander show him with horns, yellow pants and a blue shirt. This beta model was still a WIP, probably used just to test the gameplay before the final design was chosen.

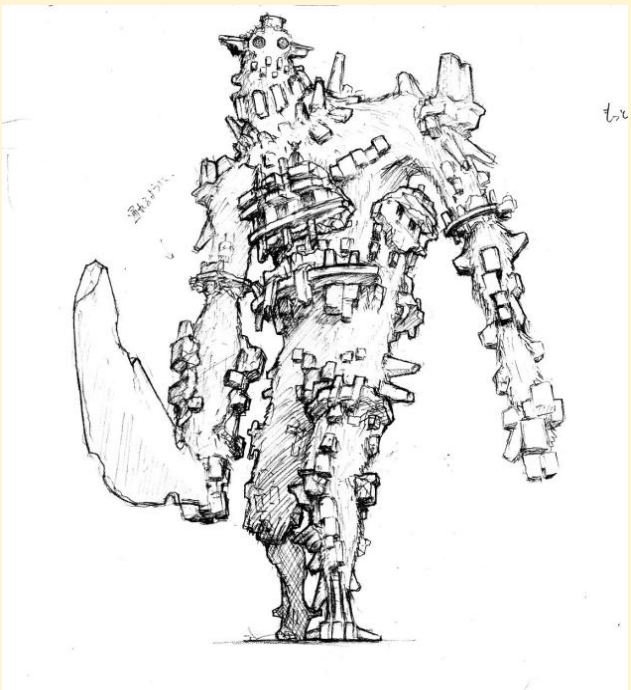
Also, originally there was meant to be a "secret alternate ending" in the game, that would play if an ICO save was on the memory card. This alternate ending was scrapped because Team ICO felt it would be unfair on those who never played ICO to never be able to see this different epilogue.

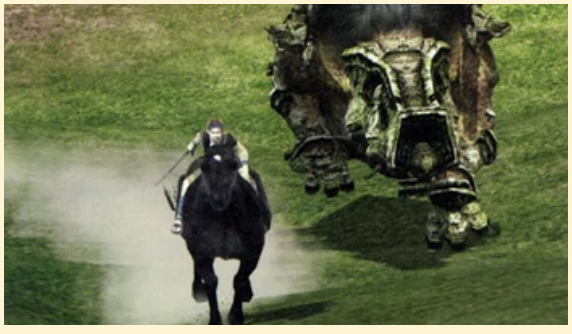
Fumito Ueda originally had 48 colossi in mind when planning the game. Realizing that putting in that many colossi was not possible, he cut the number down to 24 - half the original number.

Eventually, the number of colossi used in the game became 16, with the eight unused colossi appearing only in the artbook. Some are quasi-prototype versions of colossi that survived the final version of the game, other designs were discarded to improve game flow, and some were cut for reasons unknown.

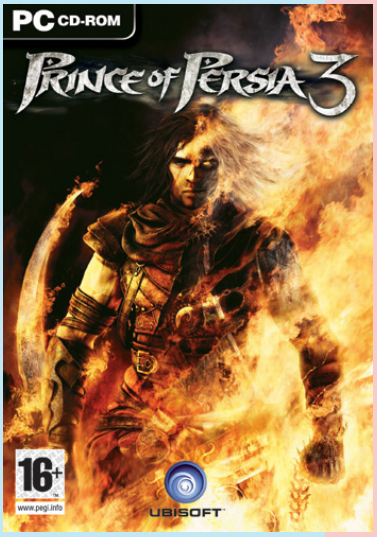








Prince of Persia: The Two Thrones / Prince of Persia: Kindred Blades



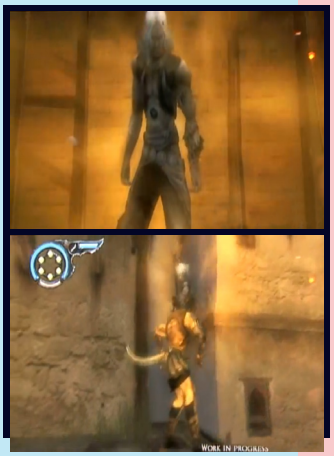
Developer Ubisoft Montreal, Ubisoft Casablanca
Final release December 1, 2005

Prince of Persia: The Two Thrones is an action-adventure game developed and published by Ubisoft Montreal.

Prince of Persia 3, subtitled Kindred Blades, was the working title of the original concept sequel for Prince of Persia: Warrior Within. It was later scraped reworked into Prince of Persia: The Two Thrones, which maintains some of its gameplay mechanics, such as the "Speed Kill".

The official description for the game;

"The third chapter of Ubisoft's continuing revival of the classic Prince of Persia series. The Prince of Persia, a seasoned warrior, returns from the Island of Time to Babylon with his love, Kaileena. Instead of the peace that he longs for, he finds his homeland ravaged by war and the kingdom turned against him. The Prince is rapidly captured and Kaileena has no choice but to sacrifice herself and unleash the Sands of Time in order to save him. Now cast out on the streets and hunted as a fugitive, the Prince soon discovers that past battles have given rise to a deadly Dark Prince, whose spirit gradually possesses him."



The initial trailer was first unveiled at E3 2005, maintaining the same presentation from 2004's Prince of Persia: Warrior Within. Players would be able to switch between the two Prince characters, "Light Prince" and Dark Prince, at will in order to illustrate the different combat techniques employed for both characters.

It was speculated that the characters' actions would determine what end the players would receive at the end. The game would have been roughly seventeen hours long or longer in accordance with Warrior Within's gameplay length.

Gameplay would have included the ability to traverse the whole of Babylon's streets, backtrack use the rooftops to for safer routes from enemies in an open environment. Though the Prince would be able to use the Dagger of Time, he would not be able to travel back in time, but merely use its ability to manipulate the present by slowing time.

One design element with regard to the "Dark Prince" was the nature of his transformation. One early idea the developers worked with was the idea of fire. Whenever the "Light Prince" needed to transform into the "Dark Prince", he would start a fire and the agony of the fire would release the Sands of Time, allowing the transformation to take place.

The "Light Prince" would only regain control if the "Dark Prince" stepped into water. As the "Dark Prince", a halo of light would remain as a constant presence around his body. The world around the "Dark Prince" would gradually become more "sandy" and "grainy" as the game progressed; a conceptual way to represent how Sand Creatures saw the world around them.

The narrative of Kindred Blades presumably would've abandoned the storyline concerning the fate of Farah, but would "tie up loose ends" concerning the previous two games.

"princeofpersia.fandom.com"

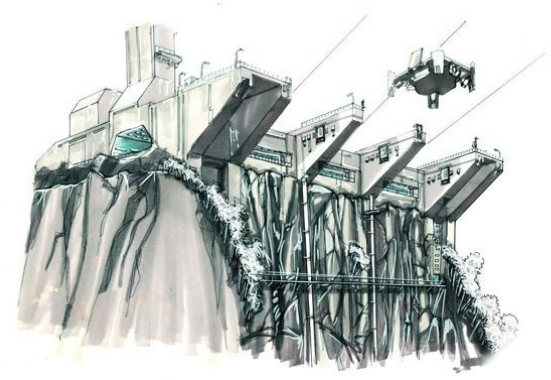
Killzone / Kin

Developer Guerrilla Games
Final release November 2, 2004

Killzone is a first-person shooter, developed by Netherlands-based Guerrilla Games and released on November 2, 2004 in North America.

It seems that the project was originally planned to be a PlayStation shooter titled "Kin", but after Sony saw their tech demo in 1999, they asked to Guerrilla to switch it to the new console. A pitch video, created 5 years before the final release, was shown at the GDC Europe in August 2010 during a keynote by Hermen Hulst, Managing Director of Guerilla Games. In the footage, the game and the characters looked a lot different, but it is not known if the video was still related to the PSX project or it was already changed into a PS2 title.

"unseen64.net"



Killer 7

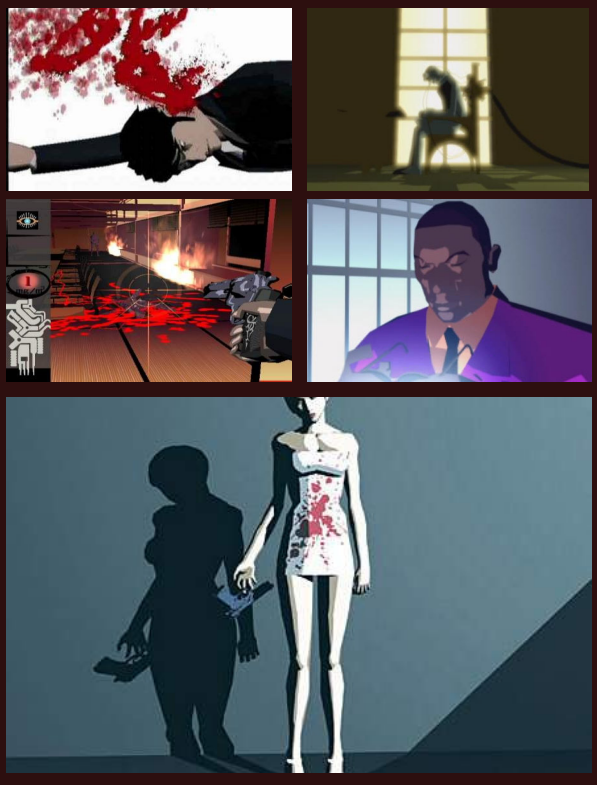
Developer Grasshopper Manufacture
Final release June 9, 2005

Killer7 is a 2005 action-adventure game for the GameCube and PS2, developed by Grasshopper Manufacture and published by Capcom.

Killer 7 was first announced in 2002 as one of the original "Capcom 5" games. In 3 years of development the game changed a lot from its original concept trailer and when Killer 7 was finally released many parts of the story were removed.

None of the scenes from the first Killer 7 Trailer ended up in the final game. Garcian and Kaede smith look totally different from their final forms, and Harman Smith is wheelchair-ridden in the final game and only playable for a couple of sections throughout the entire story. The scenes with Dan Smith shooting the woman and Con Smith are never seen.

"unseen64.net"



Red Dead Revolver

Developer Rockstar San Diego
Final release May 4, 2004

Red Dead Revolver is a Western action-adventure third-person shooter developed by Rockstar San Diego and published by Rockstar Games as the first entry in the Red Dead series.

The beginning of the game started with developer, Angel Studios, and their publisher, Capcom. After porting Resident Evil 2 to Nintendo 64, Yoshiki Okamoto from Capcom approached the developer about a new IP. They wanted do a single-player game called S.W.A.T., a third-person shooter where the player controlled different tactical team members, each with unique abilities, switching between them as they wished.

Angel Studios stated working on the idea for approximately three months, building a prototype.

Talking about the prototype, Stewart Spilkin, producer on both Resident Evil 2 and Red Dead Revolver at Angel Studios, said;

"The original concept was: There's a single building, and you have a S.W.A.T. team of seven different characters with different abilities and equipment. And you kind of go through the same scenario over and over in different ways. So we went with that for a little while, but then [Okamoto's] idea shifted. At one point it was supposed to be, like, a carnival on an island that has been taken over by robots. It's sort of the same S.W.A.T. team concept, but you have to go in and kill all the robots. We never actually did anything with that — I think that was just an idea that was talked about."

Some time later, the concept went through another change: It became a Western. Okamoto — who had previously worked on the 1985 Western arcade shooter Gun. Smoke — expressed interest to the team about wanting to do another game set in the Wild West after seeing the movie Blindman, according to a recent video on YouTube channel People Make Games. The developers replied with enthusiasm, Spilkin says, interested in exploring a genre that wasn't seen much in games at the time.

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"[Okamoto] was actually really into Westerns, and he said, 'You know, I always wanted to do another Western game. Who better to do it with than with an American developer? Because you guys know Westerns, right?' We're like, 'Oh yeah. Sure. We know Westerns.'"

Excerpts from an early S.W.A.T. design document

CONCEPT SUMMARY

S.W.A.T. (Spaghetti Western Action Team) is an action shooter designed to fully leverage the potential of the PlayStation 2. (The final name of the game is TBD.) This game uses innovative technology and highly detailed art to bring the deadly, exciting action of the Wild West to life far more immersively than any lesser platform could support.

In S.W.A.T. , you will take control of a wide variety of dynamic characters to fight colorful villains with pistols, knives, dynamite and many other weapons of the West. The cutting-edge technology of Angel Studios will give your character more emotional expressiveness, the ability to go almost anywhere across the rugged terrain, and the means to interact with nearly every barstool, whiskey bottle, and other object in the Western environments.

KEY ELEMENTS

GAMEPLAY

Through dynamic characters and a third person perspective, you will fight evil opponents in decisive battles to the death. Like a hero from a Western movie, you will be rewarded for winning a fight by remaining alive. The suspense is as high as the stakes. The longer you survive, the more you earn a sense of accomplishment. If you're good, you will ultimately feel ready to face down any threat, and perhaps become a skilled sheriff of your own town. With experienced guns in your holsters, you can rid the West of bandits.

MARKET ANALYSIS

Since the PlayStation 2 has yet to be released, and no titles have been completed for it, a full market analysis would be premature. This section provides some of the initial thoughts that will guide the development of S.W.A.T..

TARGET AUDIENCE

The primary target audience for S.W.A.T. is early adapters of the PlayStation 2. These consumers will mostly be men between 18-30 years old who have the means and motivation to obtain this hot new platform.

The Western theme of will attract a secondary audience of older men and teenagers who are mostly not hard-core gamers. Most of this secondary audience will not be attracted to action games with themes based in science fiction and cyberpunk - the themes that will likely saturate the shooting games, S.W.A.T. can gain widespread appeal beyond gamers.

VALUE OF WESTERN THEME

The Western theme has been and continues to be popular in the movies, television, and fiction of many cultures around the globe. Perhaps because of the limited performance of earlier consoles, the action and freedom of movements that put the "wild" in the Wild West has never before been effectively captured in a console game. This situation has left the niche of the Western shooter wide open for developers who have the technology, the experience, and the hardware to make a truly cutting edge Western title. Angel Studios has the technology; Capcom has the experience; and Sony has the hardware.

By becoming the first great Western action game, S.W.A.T. will distinguish itself from the mostly science fiction shooters it will probably compete with.

Adding on Spilkin's comment, Diego Angel, the founder of Angel Studios said;

"There [were] no Western games; there [were] no cowboy games. It fascinated us, the idea of the horse and of the shooting. Before that, it was wars and shootings and this and that. But there was no shootings between cowboys. So we said, 'Let's do it.'"

Angel Studios twisted the acronym "S.W.A.T." to take on a new meaning for the in-game crew, calling it the "Spaghetti Western Action Team."

Shifting to the West, Angel first worked on the game's visuals, specifically on nailing the lighting of the setting and time. Art director Daren Bader elaborated;

"It was actually bright and hot and sunny, glare-y, but still deserted, dusty. It kinda felt like that was the first time you'd really seen that in games, a really bright world,. I grew up in California, so I'd basically lived and breathed that environment all my life. So I knew what I wanted to try and get out of it, and it was pretty enjoyable to hear people kind of go, 'Yeah, yeah. We want it more like this; more dust, more dirt, more grime, more grit.'"

For a while, Angel Studios retained the idea of including different playable characters, though team members recall this being impossible to pull off given the technical limitations of the era.

After a year or so into development, Capcom sent over some of its internal developers to oversee the game. Akira Yasuda, known for designing the Street Fighter 2 character Chun-Li, came over to work as art director.

Under Yasuda's direction, Revolver's look had more of a fantasy vibe to it, developers recall. It was more exaggerated, magical. Being based in America, Angel Studios knew what a typical Western looked like. Bader adds that the Japanese staff wasn't always on the same page, and some of Yasuda's character designs — though good in Bader's opinion — left some of the Angel developers scratching their heads.

"One of the characters that they had in the game, they wanted him to be this big, giant sort of Frankenstein-looking guy who was wearing a dress. It's like, 'Wearing a dress? What are you talking about?'"

"They were like, 'It would be really funny, you know? He would kill women and wear their dresses.'"

Some of Yasuda's influences for designing characters, designer Dominic Craig recently told People Make Games, were the developers at Angel Studios itself. For example, he says, the character Pig Josh is named after lead designer Josh Needleman, Javier Diego after the company's CEO. Whether these were created with well intentions or not, Craig couldn't say.

"You can't quite tell if it's homage, or if they're just being a bit mean"

Bader also points to the game's eventual title as another example of cultural differences. The name Capcom came up with, Red Dead Revolver, which Okamoto says Capcom employee Naoto Tominagi came up with, thinking it'd be fun to play with the two rhyming words "red" and "dead," didn't make sense to many of the people at Angel Studios.

"When they came back with that, we were like, 'What the fuck does that mean?'" Bader says, though he adds that he thought the name *"sounded cool."*

"We tried to put stuff in the game to make the name make more sense," Spilkin says, *"like naming the character Red and having his hand get burned so his hand was red."*

Differing work ethics and cultural differences contributed to a rocky development for Revolver under Capcom, according to the Angel Studios team members. And language barriers led to a lot of work being done, then subsequently thrown out by Capcom. Angel Studios built entire levels, Spilkin says, and then, for reasons unclear to those at the studio, Capcom trashed them.

Capcom officially unveiled Red Dead Revolver in March 2002. But many behind the scenes wondered if the game would ever actually see the light of day. At the time, Spilkin says, there was no *"measurable forward progress"* being made on the game. Capcom continued to have ideas, scrap ideas, and start over on large chunks of the game.

"That was one of the hardest jobs, I would say, I had in the industry," Spilkin says. *"We'd already been working for several years on the game, and there was a lot of really good stuff there. There was stuff we disagreed with pretty strongly, but overall, there were all the pieces there that you [could] put together and make a game and ship it. But we felt like we would never get there."*

"It was a point where [I thought], 'Oh my God, I've just spent all these years of my life and there's no clear future as to what's going to happen with the project,'" says Red Dead Revolver lead artist Carlos Pedroza, who left the company at the time. *"People were, obviously, a little bit disconcerted. For them, it's: Are they going to keep their jobs? What's going to happen?"*

Behind the scenes, Diego Angel was preparing to sell his company.

Outside of Capcom and Red Dead Revolver, one of Angel Studios' biggest clients had already been Rockstar Games. Over the years, Angel developed games for Rockstar in the popular Midnight Club and Smuggler's Run series.

Around the time that Red Dead Revolver was struggling under Capcom, Rockstar's Grand Theft Auto 3 and Grand Theft Auto: Vice City were doing great. Rockstar had a lot of money. It was releasing new games at what King describes as a *"relentless"* rate. It was also buying up some of its development partners. And it had its eye on Angel Studios.

Angel says he talked to a few companies, such as Microsoft, Activision and Rockstar, about selling his studio. Out of all those he talked to, he says Rockstar was the only one willing to give him the freedom he wanted. While working with Microsoft on Midtown Madness, Angel says the company was too strict with what could be in the game. Rockstar, however, had no issues with what he wanted.

"We couldn't run over pedestrians [in Midtown Madness]. There couldn't be any accidents. There couldn't be wrecks," he says. *"And Rockstar was [pitching] hard to do games with us. And I went to them: 'Would you allow me to do this, this and this?' [...] [They said,] 'We will go farther. You can kill. Do whatever the fuck you want.'"*

Even before Rockstar purchased the company, the team would visit Angel Studios several times a year to see the tech the team was working on. Knowing that the team was working on a Western somewhere in the studio, Bader recalls, piqued the Rockstar founders Sam Houser and Dan Houser' interest.

With the Housers wanting to make a Western, Red Dead Revolver going nowhere under Capcom and Diego Angel wanting to sell, Rockstar made an offer which was accepted.

Beside the game, there was another reason Rockstar bought Angel Studios. As Jamie King, Rockstar co-founder, tells it, Sam Houser wanted Rockstar to have its own proprietary engine rather than continue using Criterion's Renderware on the Grand Theft Auto series. Rockstar liked the Angel Game Engine, and felt that it could turn it into something that all the Rockstar studios could work with.

Take-Two Interactive, Rockstar's parent company, announced in November 2002 that it had acquired Angel Studios. With the purchase came all of Angel's technology and its 125 employees, including management. It also, through later negotiations, came with Red Dead Revolver. Shortly after the purchase happened, Okamoto left Capcom. Since the game was under his arm at the company — and since Rockstar owning Angel made it more complicated to develop — Capcom saw no point in keeping it once he was gone, he says. All the work that the two parties had been doing before the acquisition was handed over to Rockstar, and the team at Angel was allowed to keep working on it, though Capcom retained the publishing rights in Japan.

"They'd been working with Capcom for four years on this thing," says King, who was sent to San Diego from New York to oversee the game and Rockstar's new engine. *"And, like, apparently really creative people from Capcom [were on it]. But apparently, every year, like, the whole story, design, whatever, changed. So they had never got anywhere. And Sam's like, 'Look, do we want it? It comes [with] the deal.' I'm like, 'Yes.'"*

"Capcom were prepared to walk away from it," Dan Houser told IGN in 2010, *"so we said we'd finish it and all they ever wanted was the rights to publish it in Japan if we ever did finish it — which they never thought it could be."*

Angel Studios was now Rockstar San Diego. It had a new logo and a deadline for the release of Red Dead Revolver.

In August 2003, nine months after Rockstar acquired Angel Studios, Capcom announced that it was canceling Red Dead Revolver. Publicly, the game was dead.

Four months after Capcom's cancellation, Rockstar re-announced the game. Behind the scenes, Rockstar San Diego had been working on it pretty much the whole time.

Part of Red Dead Revolver being a Rockstar property meant stripping it of some of Capcom's weirder aspects. *"Rockstar's like, 'This is not Rockstar. We don't wanna have this big Frankenstein guy in a dress. That's just too freakin' weird,'"* Bader says.

King echoes this, adding that although he really liked Capcom's more fantastical ideas, they didn't make sense for a game billing itself as an homage to Western films and directors. They didn't "connect," he says.

Okamoto, however, remembers things differently, saying, *"I'm not exactly sure where you heard [they cut Capcom's ideas], but that is completely wrong. The Red Dead Revolver that actually came out is basically more or less unchanged from what we made. We had gotten the game pretty much most of the way to the end of development."*

"What you see is basically what we had," he says.

The biggest hurdle Rockstar San Diego had in front of it was simply getting the game out the door. When King showed up in San Diego, the game was in, as he puts it, *"pieces."* Those parts needed to be stitched together into a cohesive game. It had a lot of story, but didn't have a complete script, for example. And, as he tells it, Sam Houser didn't give him a ton of time to do it.

There was a lot to be done, so the developers had to work a lot of overtime, for a final push to finish a game.

"It was as hard a Rockstar [crunch] as Rockstar gets — which, it gets pretty crunchy," Spilkin says about the end of the project. *"But it was a good crunch because we were all so happy. Everyone was so happy that, 'Wow, we're going to finish this game and ship it.'"*

According to developers, this crunch was in part an effort to get the game out of the way. Rockstar's headquarters wasn't simply interested in having Red Dead Revolver under its belt, they say; the publisher was excited about what it could do next, how it could bring its open-world pedigree to the Wild West setting.

After about five years of development, Rockstar shipped Red Dead Revolver on May 4, 2004, for the PlayStation 2 and Xbox. A lot of the team was just happy the game saw the light of day.

"I think we were all really proud of it," Spilkin says. *"Any game you ship, there's always things you leave on the cutting floor that you wish you could've done or wish you could've added or changed. If we'd started differently, we maybe could've made a better game. But we're all proud of the game we made."*

For the wider Rockstar organization, King says he remembers some being frustrated that Red Dead Revolver wasn't getting higher review scores, as well as disappointment from Rockstar's fan base that the game wasn't open-world. But that doesn't matter much to him. The team did its best with what it had, he says. And besides, he's still really proud of the game.

With Revolver now behind it, Rockstar began looking to the future of the Red Dead series, to something a lot bigger.

Rockstar San Diego went on to develop a sequel to Revolver: Red Dead Redemption, a loosely-based spiritual successor to Red Dead Revolver. Redemption ended up being the open-world Western game that, developers say, Sam Houser wanted to make — part of the reason Rockstar bought the rights to Revolver in the first place.

"I remember Sam loved The Wild Bunch, and certainly that was a huge influence on Redemption," says Spilkin. *"I think when he saw Red Dead Revolver, he kind of imagined what he wanted the game to be eventually, and decided that that was a path to do that."*

Okamoto, meanwhile, blames himself for the Red Dead series not being part of Capcom's library. After seeing the success of Redemption, which he says he hasn't played, he thinks Capcom probably regrets dropping the game.

"Since this is a project where I pulled out partway through, I do think I am kind of to blame for what happened," he says.

for a more detailed article, plese visit;
"Blake Hester@polygon.com"

Tomb Raider: Legend

Developer Crystal Dynamics
Final release 7 April 2006

Tomb Raider: Legend is an action-adventure game developed by Crystal Dynamics and published by Eidos Interactive.

There are trailers from E3 2005 which show various different levels which were not present or drastically changed for the final release. Around this stage of development it was confirmed that most of the areas were just for proof of concept and used for testing, for example Lara's Beach House. There were weapons which were cut from the final release, including Smoke Grenades, Rocket Launcher, Revolver.

Cold Winter

Developer Swordfish Studios
Final release May 11, 2005

Cold Winter is a 2005 first-person shooter developed by Swordfish Studios and published by Vivendi Universal Games for the PS2.

From the early 2003 screenshots, some differences can be seen:
- Kim's 3D model was changed.
- Andrew's 3D model was changed.
- The HUD was different.
- Some scenes were not used in the final game.

Manhunt

Developer Rockstar North
Final release November 18, 2003

Manhunt is a stealth and action game, with horror elements, developed by Rockstar North and published by Rockstar Games.

Before the release of Manhunt, there were features that were removed from the final product, including jump executions. The Blackjack executions were also different and the execution camera was different.

A few characters and gangs were changed or completely removed from the game.
- James Earl Cash had a completely different look. Cash was much more muscular, he had a different haircut and a green tank shirt.
- The Clowns gang were cut.
- Camheds gang were cut.
- The Jury gang were cut.
- The Lost and Binbag gang were cut.
- Scarecrow was cut. Scarecrow's profile lists him as a boss character. It's possible that he is the Tramp.
- The Skinz would have more powerful weapons like Revolvers and Sawn-Off Shotguns, but in the final version the only firearm they use is the Nailgun.
- The Innocentz used to have the Spiked Bat.

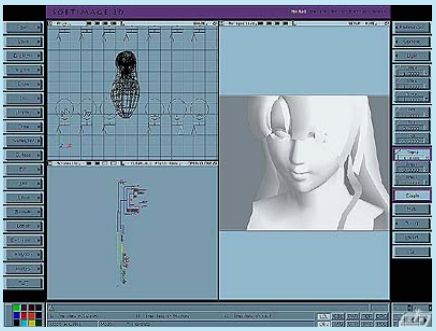
Removed weapons include;
- Ice Pick
- Hunting Knife/Alternate Knife
- Black Wood
- Metal Pipe
- Drill (Seen in concept art for the Smileys)
- There was an alternate "Silenced" Sniper Rifle, it was probably similar to the Tranquilizer Rifle only with the power of a Sniper.
- The Shotgun's colour was silver in the beta
- Grenades
- Molotov Cocktails
- Cane
- Commando Colt

"manhunt.fandom.com"

Shadow of Memories / Destiny (The Day of Walpurgis)

Developer Konami Computer Entertainment Tokyo
Final release February 22, 2001

Shadow of Memories (Shadow of Destiny in North America) is an adventure game developed by Konami Tokyo and published by Konami.



First mentions of the game on IGN.com were on March 9th, 2000, about one year before its Japan release. In an news entry about the upcoming Tokyo Game Show, article writer Dave Zdyrko announced amongst other Konami games one project called "Walpurgis Day & Night". At the end of March, IGN posted another article, this time by Douglass C. Perry. At that time, the game already underwent its first name change, now called "The Day of Walpurgis". Perry described it as *"action/suspense PS2 DVD game"*, gave an outline of the story as well as its features and a one-sentence character description of Dana, Margarete, Homunculus, Eckart Brum and the fortune teller. It is noteworthy that this article underpins the assumption that despite the name changes, the plot already was (mostly) in the form we know today and did not undergo drastic changes during game development. One week later, on April 3rd, Dave Zdyrko gave a rather lukewarm description of a trailer shown at the Tokyo Game Show 2000.

Yukikoshi Ike Sato wrote on May 31th, 2000 for Gamespot that *"Konami Computer Entertainment Tokyo has changed the name of its PS2 title from Days of Walpurgis to Time Adventure. Although a working title, it hints at an adventure-based game involving time travel. The North American title Shadow of Destiny remains unchanged."* So sometime before May 31th, 2000, the game title for North America was set to "Shadow of Destiny".

On September 25th, 2000, an extensive preview article about "Shadow of Memories" was posted on IGN, showing that at that time the name has been settled.

In an article, released on January 5th, 2001, announced that *"Shadow of Destiny, [Konami's] upcoming survival horror game for PlayStation 2, [...] is currently scheduled to ship in March of 2001 in North America."* It discusses *"a playable version of Shadow of Memories"*, that *"Konami displayed for the first time" "at the fall London ECTS"*. The demo featured apparently the first chapter, since a *"young woman with multicolor hair and hip clothes"* is mentioned. The described banter matches that chapter's exchange with this NPC in the final version. Furthermore, the write-up contains a depiction of the possibility for the protagonist to find himself in the cafe as seen in the game's beginning: *"[...] and if you find a woman at a cafe who looks like she needs help, with her head lowered and covered up with her arms, DON'T touch her. That's you. And if you touch her you'll die. Makes sense...right?"*

Throughout the year prior to its release, the game was reported as *"created by the mastermind of Silent Hill"*. Presumably Konami was meant with this; Shadow-of-Memories-writer and producer Junko Kawano was never involved with the original Silent Hill.

Prototype Research website X-Cult.org has a report on an Unused Ending for the PC-version. At this point, we cannot verify this is actually included in the PC port or any other version of the game, or if this ending can may be unlocked in any version of the game.

BIOHAZARD 3

Developer Capcom Production Studio 4

BIOHAZARD 3 (バイオハザード3) is the name of a cancelled game in the Resident Evil series. It is unrelated to Resident Evil 3: Nemesis.

BIOHAZARD 3 was to sequel the events of "4th Survivor", continuing with the exploits of HUNK, a USS agent previously seen in Resident Evil 2. In the story he was to be sent to retrieve a sample of the G-Virus while getting caught up in a viral outbreak on a cruise ship. An alternative standard enemy to the Zombies was envisioned, with the t-Virus infusing plant DNA into infected humans.

BIOHAZARD 3 was the brainchild of its producer, Hideki Kamiya, who began working with Flagship towards the end of Resident Evil 2's development in late 1997. Having already shown an isolated mansion and a city, Kamiya intended for a cruise ship to be the next setting for the franchise to keep it original. With his ties to Flagship, artist Satoshi Nakai was brought in to provide creature designs - Nakai would provide designs for the franchise for the next few years.

In mid-1998 Capcom became concerned that the game's sales would be harmed by the upcoming release of the PlayStation 2 console. When Kamiya was instructed to migrate development to the new console, he had the entire plot and designs scrapped. Some aspects of the game may have been recycled for 2002's Resident Evil: Dead Aim, which also featured a viral outbreak on a cruise ship.

"residentevil.fandom.com"

art by: Satoshi Nakai

Resident Evil: Code Veronica

Developer Capcom Production Studio 4
Final release (dc) February 3, 2000, (ps2) March 22, 2001

Resident Evil – Code: Veronica is a survival horror developed and published by Capcom and released for the Dreamcast in 2000.

The game began development in February 1998 following the decision to abandon development of the Sega Saturn version of BIOHAZARD 2. Although the port could have been achieved if the game's quality was lowered, the producers refused. In response, they were told to release something specifically for Sega fans. The team extended the development schedule and devised an original game with Capcom's stipulation that this new title required high-quality.

The new game was conceived as an exclusive for the next-generation Sega Dreamcast console. At the time, Resident Evil 3 was already in development, and the team mused that movies tended to traditionally fail with "part three", so the decision was made to return to the traditional horror roots of Resident Evil. It was developed by a team of about 70 people across four separate companies. Programming, modelling and textures were handled by Nextech while the scenario was handled by Flagship, with enemy and character designs carried out by freelance artist Satoshi Nakai. Only about a handful of Capcom employees were involved in development with the rest of the staff comprised of employees of Tose, a "ghost" development company.

The official reveal and first trailer of were unveiled on October 6, 1998 at the "SEGA New Challenge Conference II" in Tokyo, Japan. It was announced by Yoshiki Okamoto as an exclusive title for the next generation Sega Dreamcast console, which was also unveiled at the same conference. A few days conference. A few days later, development was confirmed again during the Autumn Tokyo Game Show 1998. The first public screenshots of the game were released in Sega Saturn Magazine in Japan. 4 At the New Challenge Conference in May 1999, SEGA announced a December release date for the game.

Originally, Jill was intended as the main lead protagonist before Claire, this replacement was due to Hideki Kamiya altering the ending of the second game forcing scenario writer Noboru Sugimura to replace Jill with Claire. Jill later became the main lead in the third game.

While the game was in development, Capcom released various screenshots from early versions of the project, including different clothes for in Claire (changed 2 times before the final ones), enemies (a different looking spider, monsters placed in different areas), camera angles (different fixed visuals) and backgrounds (different items and details).

Resident Evil Outbreak

Developer Capcom Production Studio 1
Final release December 11, 2003

Resident Evil Outbreak is a survival horror game with online playability for the PS2.

According to an interview with producer Noritaka Funamizu, the first concept of Biohazard Outbreak, as it was known originally, was before the release of Resident Evil 2 in 1998. With growing interest in the concept of network gaming over consoles, Shinji Mikami, the director of the first Resident Evil, suggested to Funamizu that he should have a try. Early on in the design, Funamizu made a small multiplayer minigame where the player must survive the longest; the team decided to remove it due to its failure to encourage teamwork (players would instinctively run away from the horde and be slaughtered rather than help one-another to ensure their own survival), arguing that what made Resident Evil scary was its lack of multiplayer, forcing gamers to play on their own. The team then chose that the game would follow its own story like the other games in the series, but keep the option for multiplayer. The game development was later put on hold.

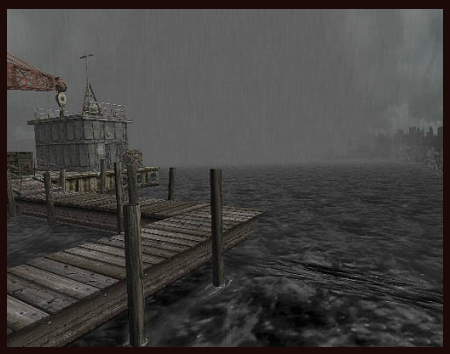
Sometime prior to 2002, Capcom decided to revive development of the game, based partly on the research gathered from the first attempt; Production Studio 1 began its development of the game, as opposed to Mikami's Studio 3.

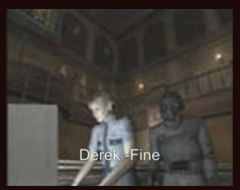
The beta version, announced at E3 2002, was much more ambitious than the final release: originally there were about 20 playable scenarios, some of which were completely removed, notably a Dock stage and The Raccoon City Hotel, while others later appeared in Outbreak File 2, like "Flashback", the episode located in the forest.

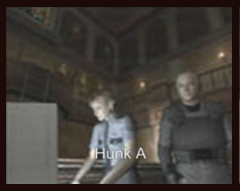
With more levels, it also meant more characters, including personalities such as little girl with a gun, some UBCS members, the character Hunk, a policewoman, among others. Their polygonal models are still inside the two outbreak games, and it is possible to access them using Gameshark codes.

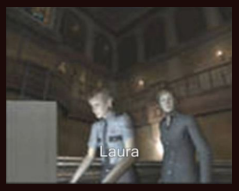
Another feature prominent in the original trailer was a four player split-screen mode, probably dropped for technical reasons. In the end, Capcom decided to divide Resident Evil Online in two different games: Outbreak and Outbreak File 2. A File 3 was supposed to follow shortly, but Capcom never bothered with the series again.

"unseen64.net"









Xenosaga

Developer Guerrilla Games
Final release November 2, 2004

Xenosaga is a RPG trilogy for the PS2 that was developed by Monolith Software. Originally, however, it was meant to be a saga of six episodes, but after the poor sales of Xenosaga II, Namco decided to close the series in 2006 with the third installment.

Some cutscenes which was shown in a trailer of the first Xenosaga were slightly changed or removed and later inserted in the sequel. Also, the game was supposed to be released on two dvds, but at the end the producers opted for a dual-layer.

Xenosaga II was heavily cut after the original script, created by the scenario writer Soraya and the director Tetsuya Takahashi, was completely rewritten.

In 2005, Soraya listed in her website what got removed:
- Ziggy's past history (as seen in The Pied Piper)
- U.R.T.V.'s past history (as seen in the Episode II)
- Shion's past history with Febronia
- Jr's rapid growing
- Both juvenile and grown-up Jr. switching available in the battle
- The ghost of the old Miltia
- The death of Sakura
- Brief reunion with grown-up Citrine
- Gaignun vs Zohar emulators
- Jr.'s transformation/overdrive
- Jr. & Albedo vs U-DO vs KOS-MOS 3rd armament
- Shion's spiritual seeking/witnessing/awakening
- The truth about KOS-MOS
- Conversation between chaos and the red cloak man
- Conversation between Nephilim and the boy with the blocks
- An antimatter annihilation of Albedo

Almost all the story sequences were later restored in Episode III and in Xenosaga I+II for DS.

Two other games related to Xenosaga, Xenosaga: Frontier and Xenosaga: Exceed were also cancelled.

"unseen64.net"

Silent Hill 2

Developer Konami Computer Entertainment Tokyo
Final release September 24, 2001

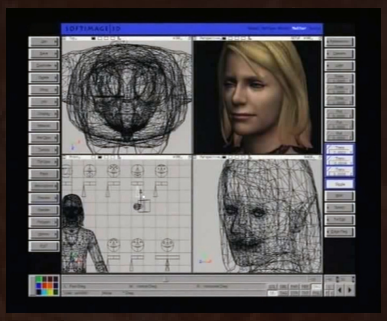
Silent Hill 2 is a survival horror game published by Konami for the PS2 and developed by Team Silent, part of Konami Computer Entertainment Tokyo.

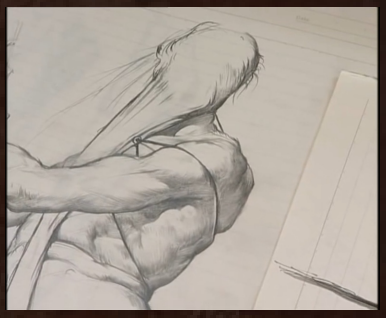
Maria/Mary was designed to be more sexy in early development. But her neckline gave them technical difficulties, and it didn't look good.

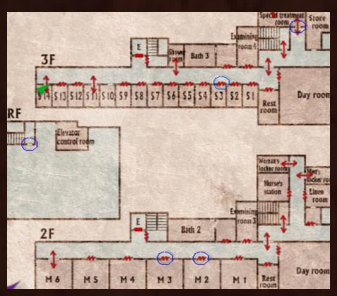
Pyramid-head was also different looking. He was always going to be a faceless man, and one of his earliest designs was a person with a loose hood. But this was changed to a more intimidating and abstract design, but would still give an explanation for the characters role in the game.

Konami lost the source code to Silent Hill 2, which is one reason why the Silent Hill HD Collection had many technical issues as the only source code available was an unfinished beta version.

A beta version of the game came into the hand of some collectors and feature some differences:
- The sign says "WELLCOM!" (instead of its later version, "WELCOME!").
- The background on the cutscenes where players would talk with Angela at the cemetery received an update. It appears the depth-of-fog was increased for the final build.
- A first aid kit was once found on the lobby floor of the apartments.
- At one time, the "hit" sound effects for both the Lying Figure and Mannequin were the same but later changed so each would have their own unique cries of pain.
- The "Pyramid Head and James in closet" cutscene also feature a few changes. The sound effect revolving around Pyramid Head was revised. Also note the second mannequin's legs are visible in the kitchen in the early build.







An anonymous developer that worked on the game shared some info about the beta cuts from the Silent Hill 2 beta:

MARIA DEATH BETA:

In the very early prototype, instead of Maria dies at the hospital, she was to die at the Prison. The part where James jumps down the hole in the prison into the hole with no door, Maria was to be impaled on a spike, but removed that scene because we thought it not fit Lore.

EDDIE BETA SCENE:

In the early prototype, a very different Eddie cutscene is played in the apartment. James was to walk into apartment and witness Eddie murder a man, then drag body to fridge and beat the body while the man screaming until death. After, Eddie runs into bathroom and pukes, and James then meets Eddie for the first time.

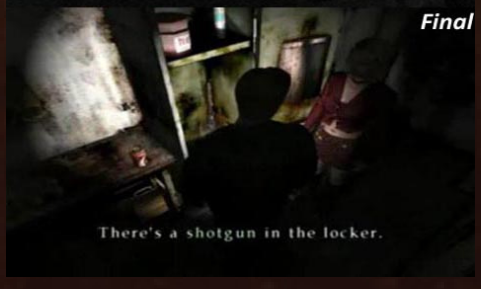
Additionally, some other scenes written in early script but got removed in re-write:

- A scene was written for James to enter Silent Hill in car. He was to pass through another town and stop at gas station to ask for direction. This scene was later remade for the Silent Hill 2006 movie.
- Angela had a cutscene cut which was her being found in the hospital. She was in the script to be found on the second floor hallway and attack James, but stops when she sees its him.
- Another ending was show epilogue for “leave” end. If the “leave” ending was earned, James was to adopt Laura and bury Mary.

Most weapons featured in the beta version also differ from their final counter parts:

- Pistol = Pretty close to final.
- Wooden plank = Has a different menu model.
- Steel pipe = No menu model. More attack frames than the final animation.
- Shotgun = No menu model. No sound effects.
- Hunting Rifle = No menu model. Does not use ammo (Unlimited clip, never reloads). Uses pistol sound effects.
- Spray Can(s) = No menu model. Glitched ready stance. No damage frames
- Giant Knife = No menu model. Uses shotgun walking animation. Many more frames in the attack animation, which makes the game look like it’s lagging. When the knife hits the ground it causes a loud screeching sound to play until the player enters the start menu.

“unseen64.net”



Silent Hill 3

Developer Konami Computer Entertainment Tokyo
Final release May 23, 2003

Silent Hill 3 is a survival horror game published by Konami for the PS2 and developed by Team Silent.

The PC release feature some unused beta textures and sounds of the game:
- Closer monsters have an unused climbing animation.
- Nurses have an unused animation that shows the nurses attacking upside down from the ceiling.
- Unused Baby crying sound.
- Unused photo: Found only as a texture, it was originally meant to be in Heathers inventory, found in the apartment. In addtion to the unused photo there is some unused text attached to the photo, text only seen when the player examines said item:

"It's of Dad and me at Christmas. Looking at this makes me want to try even harder. I have to…I can't lose. They killed my dad and they have to pay for it."

- There is also an unused level. While only seen in the video, it shows the level to be unfinished. It may have been originally meant to be part of the Mall.

Sonic Mega Collection

Developer Sonic Team
Final release (gc) November 10, 2002

Sonic Mega Collection is a compilation for the GameCube and PS2. The compilation contains twelve to fourteen Sonic games depending on the region, all originally released on the Sega Genesis console.

A prototype with the build date 2001/12/17, almost a year before the retail release, was leaked online. All the games compiled in this version are finalized and all the games that appear in the final are in this version also. However, some things are changed in the menus in terms of graphics and listings.

General differences include;
- The title screen is different than that in the final release.
- Two listings Sonic the Movie 1 and Sonic the Movie 2 are listed. These slots were meant for the two parts of Sonic the Movie. The original OVA in japan was a 2 part anime, This was most likely going to be separated like the original Japanese version. There are no files found in the ISO pertaining to an OVA however.
- Inside the disc image contains CVS information. However, this CVS is for another game called Choro Q. Most of the files on the disc are for this game.
- An uncompressed Sonic the Hedgehog 3 rom (sonic3.bin) can be found in the root of the disc.
- There's is a directory called "test002", which seems to be used for testing models to convert across other formats. There is a .max file, a .bat file, as well as many other files.

"unseen64.net"

I-Ninja

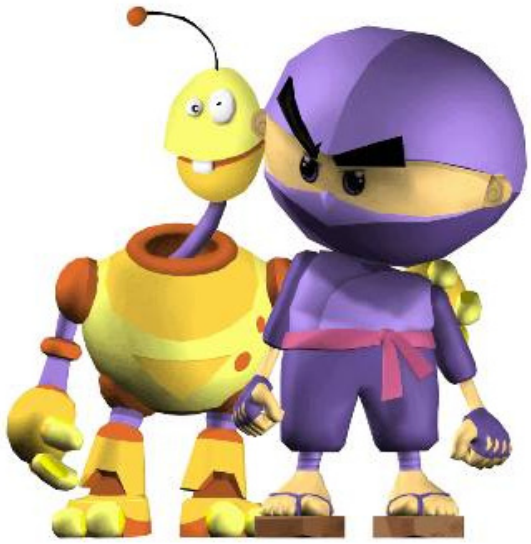
Developer Argonaut Games
Final release November 18, 2003

I-Ninja is an action game developed by Argonaut Games and published by Namco. It was released for the Windows, PS2, Xbox and GameCube.

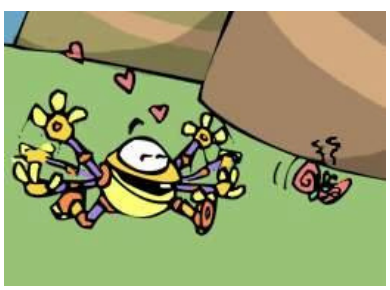
As it happened with Orchid (another Argonaut game that was later cancelled), originally I-Ninja had a much more colorful and stylized graphic, but the publisher was worried that it looked too childish, and wanted an edgier, grittier look.

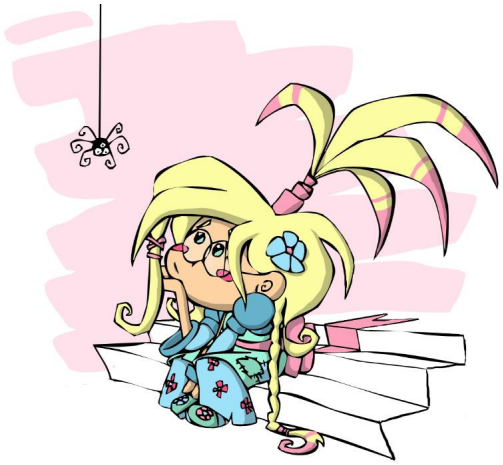
The main character had a purple and pink costume instead of the dark-blue one used in the final version and even the 3D model was changed through the development, to add more details.

One of the early tech demos was set in a colorful island, with platforms, a Japanese tower and white clouds. This place was probably used to test the initial gameplay, character animations and interactions. A later version of the island was done in a much darker style, during a cloudy night illuminated only by the moonlight. This scenario looks a bit like the area in which the intro of the final game is set.



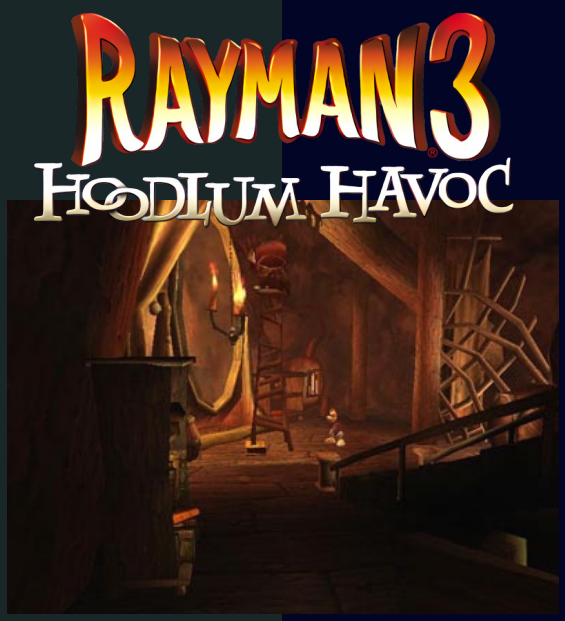
A series of NPC characters that were originally planned to be in the game were later abandoned when the team decided to focus more on the action and less on the story. U-robot was I-Ninja's sidekick: it was a strong and big robot, but stupid, comedic and naive, in contrast with I-Ninja who was tiny but took himself really seriously. Various versions of U-Robot were designed (one looked like a robotic teddy-bear) before the character was completely removed. Halo (a girl with a kimono) was going to be I-Ninja's love interest, but was soon cut from the storyline (or maybe replaced by Ariel). Another unused character was an onion-alike pet that was probably Halo's one.





Rayman 3

Developer Ubi Pictures
Final release (gc) 21 February 2003, (ps2) 14 March 2003



Rayman 3: Hoodlum Havoc is the third major platform game installment in the Rayman series. It was released for the GameCube, PS2, Xbox, Windows and OS X.

During the early production stage of Rayman 3, early footage, screenshots and artwork show that development initially began with Rayman utilizing his design from Rayman 2, as opposed to the new redesign that debuted with the final game. Other early elements include unused areas, such as an underwater level, and differences with the HUD, which resembles the HUD of Rayman 2 in some early screenshots. Some screenshots appear fairly similar to the final game, but still show some differences in aesthetic and lighting. There was also several kinds of Hoodlums that were going to appear, but got scrapped from the final game.

The third and fourth parts of the Bog of Murk appear to have originally been the same map, but ended up being separated. Both parts retained a prototype copy of the other where only a few gems are present, elements like meadowscrews are non-functional, and there are no enemies or cages. These areas can be accessed in-game with hacks or glitches.

According to scrapped dialogues found in the beta demo's game files, the early plot differed significantly from that of the final game.

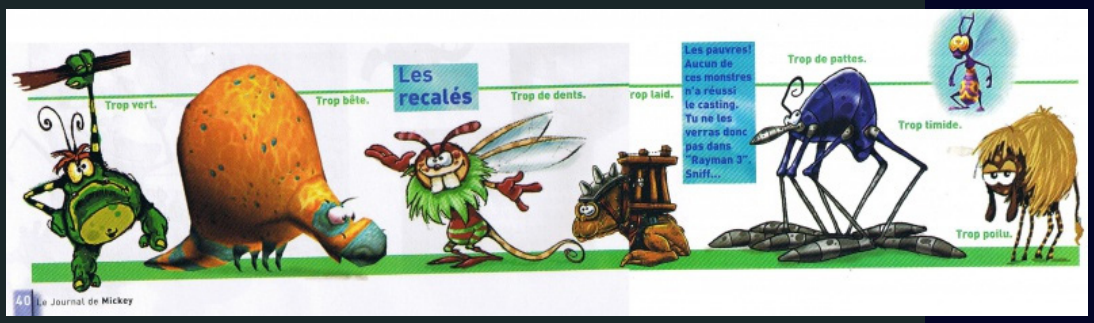
There were also plans to have a level included in the game known as the Aquatic world. It was scrapped before its official name could be revealed.

There were two minigames that were cut from the final version. One is called the Chess minigame. It was scrapped before its real title name could be revealed.

The other minigame, which also can be found by examination of the game's disc, is called the Xowar minigame. Like the previous minigame, it was scrapped before its real title name could be revealed.

An unused object that appeared to contain a plum was discovered by hacking the game.

"raymanpc.com"



Mortal Kombat: Deadly Alliance

Developer Midway Games
Final release November 16, 2002

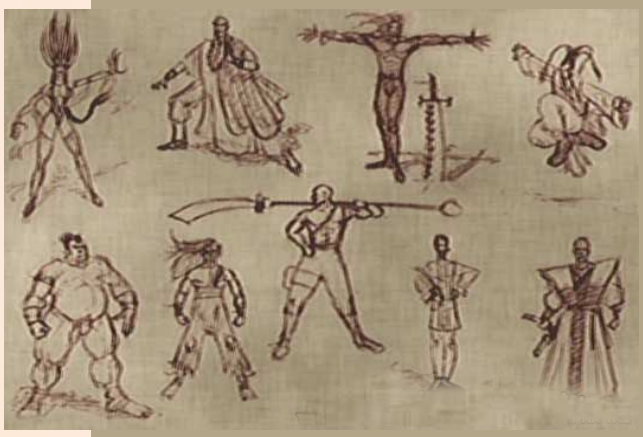
Mortal Kombat: Deadly Alliance (MK:DA), originally known as Mortal Kombat 5: Vengeance, is a fighting game developed and published by Midway for the Xbox, PS2, GameCube, and Game Boy Advance.

The Mortal Kombat Secrets website includes info about the development of the game and its beta differences. Various characters were created for Mortal Kombat 5, but some of them were never used in the final game, as Kai, Dairou, Tiamat, Hachiman, Baphomet, The Evil Masters and Siobhan.

Also, some playable characters in Deadly Alliance went through a lot of changes before their final design, as Shang Tsung, Quan Chi (with a living weapon that never made it in to the game), Scorpion, Li Mei, Mavado and Frost.

Early screens of the game are probably just target renders, as the graphic is nothing like the one in the final game. A Water Temple arena was also planned, but removed from the final version.

"unseen64.net"



Driv3r

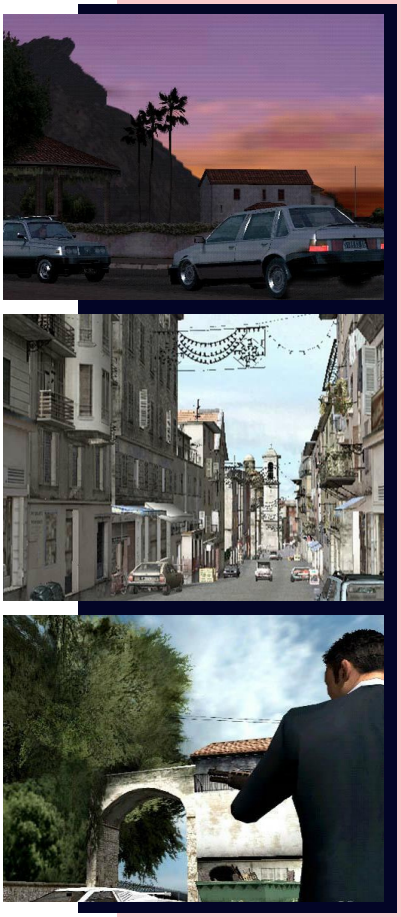
Developer Guerrilla Games
Final release November 2, 2004

Killzone is a first-person shooter, developed by Netherlands-based Guerrilla Games and released on November 2, 2004 in North America.

Before the game came out, it was meant to be called Driver 3 and not Driv3r. In the Bonus section of the videogame 'Stuntman', there is a preview of Driv3r, an the title at the end is 'DRIVER 3'.

From preview videos and screens some differences cane be seen:
- A yellow car that isn't in the game (Miami).
- The graphics looks better.
- The Ocean Drive looks different (Miami)
- The Sun looks different
- The night looks better
- Tanner looks different with alternate clothing, more similar to the suit worn in Driver 2.
- Different and removed cars
- Calita wearing red clothes and has a different hair cut
- Miami looks different

"unseen64.net"



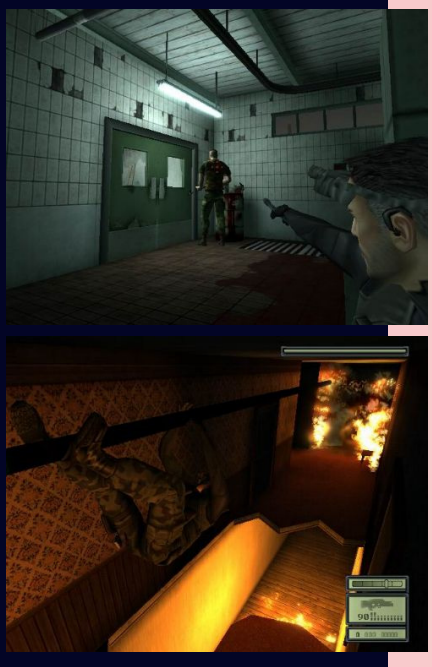
Splinter Cell

Developer Ubi Soft Montreal, Ubi Soft Shanghai
Final release (xb) November 17, 2002, (ps2) March 28, 2003

Tom Clancy's Splinter Cell was developed in 2 years and published and released by Ubisoft for the Xbox, Windows, Mac, PS2, GameCube and Game Boy Advance.

In beta screens from the game, a slightly different HUD is featured and many changes in the layout of the level. There are smaller differences from lighting cues, to even full room reconstructions between versions. An Xbox version of what was presumed to be a PS2 exclusive level also featured the Nuclear Power Plant mission.

There's also a comparison from a PS2 trailer that used a beta build of the game for display, as well as a smaller technical run-through showing the differences between the final and demo of the Chinese Embassy Return mission that was given to PlayStation magazines for use of a playable demo and game sites for personal overview.



Splinter Cell: Pandora Tomorrow

Developer Ubisoft Milan, Ubisoft Shanghai

Final release (xb) March 23, 2004, (ps2) June 11, 2004

Pandora Tomorrow was developed by Ubisoft Shanghai and introduced multi-player gameplay to the Splinter Cell series.

As seen in an early video, a fully missing level map is viewed under the first game's HUD. Since the first game had cut a level and used it as an extra in another version of the game, its quite possible that these shots was from a missing level. Its also possible that these are merely early renditions of a previous level, or even simply a test level considering the unaltered HUD.

Secondly, one can also see the previous incarnation of the PS2 and GameCube port before it had be delayed and taken under various graphical tweaks to ensure the artwork was nearer to par with the original versions of the game. A beta HUD akin to that of the online mode's was also featured on early pictures. This HUD was also apparently shared between all versions of the game.

A quote regarding the delay from Gamespot, posted on February 4, 2004 by Justin Calvert.

"Ubisoft has today announced that while the Xbox, PC, GBA, and cell phone versions of Splinter Cell Pandora Tomorrow are still on track for release next month, the PS2 and GameCube versions will now launch at a later date. The only reason given for the delay is that the development team is committed to making sure that the other two console versions are as good as the Xbox version."

a magazine article of the game:

SPLINTER CELL PANDORA TOMOTTOW

Splintering off into its own game

Sam Fisher has learned a lot since Splinter Cell. He has new moves, such as the half-split jump and the SWAT turn, plus better gadgets, like the laser-sighted pistol and thermal/night-vision-upgraded optical cables. Placing him in larger, more open-ended levels means that Sam has more ways to approach a situations.

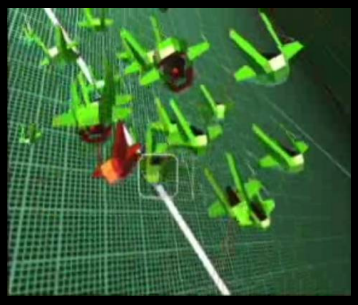
And we're still excited about the slick new multiplayer mode, where up to four players can split themselves into themes of mercenaries and spies. Spies are veritable Sam Fishers Juniors, with gadgets and stealthiness, while mercs carry guns and spy-detecting equipment, all via a first-person viewpoint. If you ask us, we prefer the spy side, if only to get a chance to toy with the mercenary players in the dark.

K Project (REZ)

Developer United Game Artists
Final release (dc) November 22, 2001, (ps2) November 22, 2001

Rez is a musical rail shooter developed by United Game Artists and published by Sega for the Dreamcast and PS2.

The developers United Game Artists came from the now defunct Team Andromeda, which produced the Panzer Dragoon games, and it was from this pedigree that K Project would draw its basic gameplay style of an on-rails shooter. Playing the game consists of guiding a cursor around the screen and locking on to enemies (up so several at once) by holding down a button and releasing it to deliver attacks. However whereas both the Panzer Dragoon series and K Project are both on-rails, K Project lacks certain abilities found in those games; namely being able to change the view at will and branching paths.

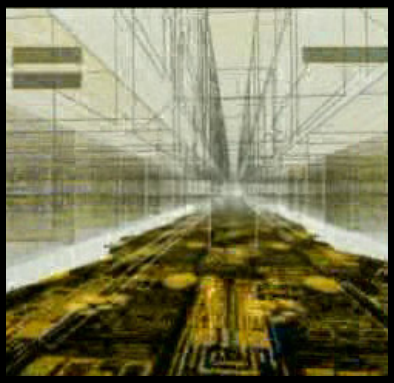


Originally the team had concepts of the playable "character" being in a big chair with crazy woofer speakers and a much more hip hop soundtrack. Then REZ went through a very organic phase, undersea microscopic creatures and stuff, which kind of survived the transition into the current form (as in the final level).

The final version contains tracks that were not in the beta, all of them custom made for the game as opposed to original artist made tracks in the beta. Also visually the finished game has a greater emphasis on a wireframe aesthetic and several different avatars.

A file in the beta version, called 0GDTEX.PVR, had the K-Project CD cover design on it, it was purple and had some purple airplane thing with a human rider, whereas the same file in the final was green and purple, had a butterfly on it and said Rez.

It would also seem that at some point REZ was going to have a difficulty display on the area select menu. A list of the music artists that were originally meant to be used in the game was also found.



While there were some ideas to make the game a bit deeper, using 2 or 3 buttons, Mizuguchi insisted it stay very minimal so everyone could enjoy it. Thats also why they included the trance mode, where you basically cant die so even people who suck at games can enjoy the game.

From the REZ promo video it's possible to notice various differences, including: Beta target reticules, a square, and a circle. Text is displayed at the bottom of the screen, and only for the Password protector and items. Area2 uses the beta boss area. Area4 doesn't have the 'dot' texture implemented yet. Beta area1 enemy. And different coloured 'fish' enemies in the area3 boss, among other things.

"unseen64.net"

Final Fantasy X

Developer Square Development Division 1
Final release July 19, 2001

Final Fantasy X is a role-playing game developed and published by Square as the tenth entry in the Final Fantasy series.

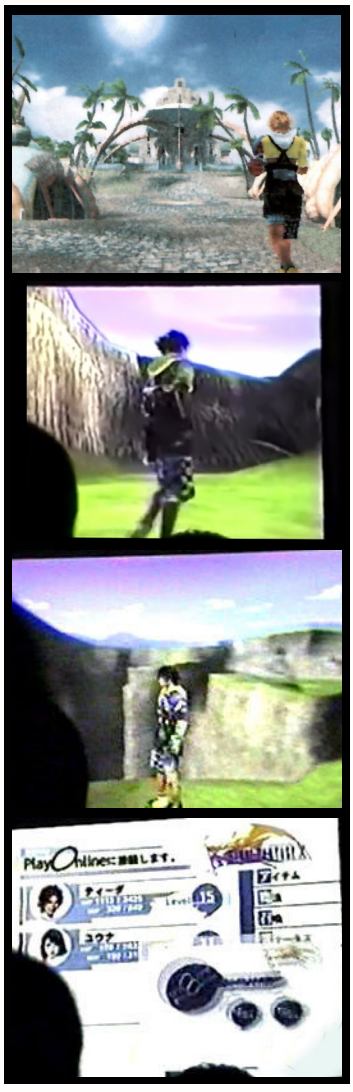
First presented at the 2000 Square Millennium Event together with FFIX and FFXI, Final Fantasy X was the most ambitious RPG ever created by Square. Several interesting features of the proto are not found in the released version.

From early pictures and videos of the game showed at the event was an alpha version of the Calm Plains. The other area present in the proto was an early and more complex geometrically Remiem temple, also found in the Calm Plains in the released version.

Tidus's character model in the demo has black hair and is more detailed with his clothes and hair bouncing as he moves and also fluttering in the wind. Also, Tidus and Yuna have a traditional Level Number so the Sphere Grid system hadn't been implemented yet.

The videos and pictures they showed was from the two areas found only near the end of game. Maybe the original intention of the developers was to create a more open ended game like FFXI. Another significant feature present in this proto, which is not found in the final version, is the free-controlled camera.

FFX was also intended to be the first game to use the services of Playonline, but the network was not yet ready at the time of game release, so Square decided to launch the game without it.



Originally, Final Fantasy X was going to feature enemies wandering visible on the field map with seamless transition into battles allowing players to move freely around the area during enemy encounters. Battle art director Shintaro Takai has explained the intention was for the battles to come across as a natural part of the story instead of an independent element.

However, due to hardware and system limitations, these ideas were not used until Final Fantasy XI and Final Fantasy XII.

In May 2009 a preview-build of the English version of FFX was leaked online 2 months before the final release. It has a debug mode at the main menu and the FMV's are still in Japanese but with English subtitles. Pressing select during gameplay brings the debug info up.

The leak feature several debugger jokes.. For example, one of the programmers added several party members – and if players would talk to them (all female), they do all sorts of animations. For example, when players would talk to Lulu, the camera sets on her breasts as she does her "Battle Victory pose" and doesn't stop until players press X.

"unseen64.net"

Kingdom Hearts

Developer Square
Final release March 28, 2002

Kingdom Hearts is a 2002 action role-playing game developed and published by Square for the PS2.

The game began development in February 2000 and originally the beta focused more on the gameplay with a simple story to appeal to Disney's target age range.

After executive producer Hironobu Sakaguchi told director Tetsuya Nomura the game would be a failure if it did not aim for the same level as the Final Fantasy series, Nomura began to develop the story further. Some content that did not make it into Kingdom Hearts was later added into Kingdom Hearts II.

The "Pride Land" from The Lion King, for instance, was infeasible because an additional program was required to process movement on four legs — a necessity since Sora would become a lion in that world. Due to time constraints, the developers left out an optional boss battle, similar to the Sephiroth battle, against Tifa Lockhart. She was later included in Kingdom Hearts II as a more developed character.

In a beta trailer from 2001 several differences can be seen between the beta build and the final build. Such as Sora roaming around Disney Castle. In the final build, players do not go to Disney Castle, but there is an image of it on the world map, but it is never selectable. Other differences includes: A different logo, different clothes fir Goofy, Sora's hair color and a removed scene with Riku on the Clock Tower.

In an interview with Nomura he said:

"Actually, the first weapon I showed Disney was a chainsaw. It was this chainsaw-like weapon that I had a rough sketch of when I first showed my concepts to Disney. Everyone got this scrunched-up look on their face and nobody said a word in the entire room. Dead silence. And I thought 'No, I guess this wouldn't work, huh?'"

Other differences from the beta includes;
- No black gloves on Riku.
- Kairi's skirt is longer in the official release.
- The opening monologue by Sora went through a major change, as in the commercial it appears that Sora is having a conversation with someone.
- The magic system was changed dramatically, as the magic system sub-menu originally opened on top of the action menu.
- It also appears that Sora, not Kairi, was the one that needed saving, as per some dialogue seen at the end of the commercial.

"unseen64.net"

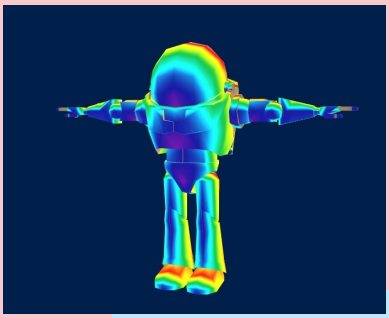
Kingdom Hearts II

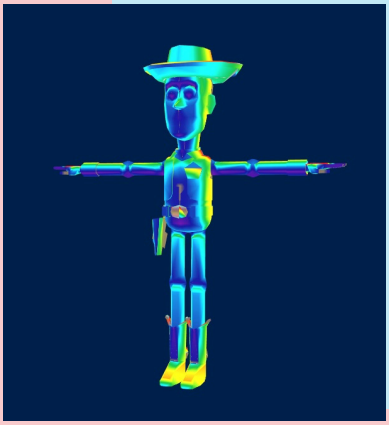
Developer Square Enix Development Division 1
Final release December 22, 2005

Kingdom Hearts II is a 2005 action role-playing game developed and published by Square Enix for the PS2.

From beta screenshot from an old magazine article, Donald and Goofy was present in the scene with the huge Heartless war battle, but they are not in there in the final game.

Also, in a beta video from Tokyo Game Show 2003, a different Twilight Town is featured, and the removed Hollow Bastion Tower and various removed scenes, like one in which Donald freeze himself, are also included.





There is also a Woddy and Buzz (from Toy Story) model in the Kingdom Hearts II data. They are unfinished/untextured but it looks like they were planned as summons. During Kingdom Hearts II production, there were an issues between Disney and Pixar (especialy around Toy Story 3 and the deal they had signed together). It's possible that Square scraped the Pixar stuff to prevent from beeing involved.

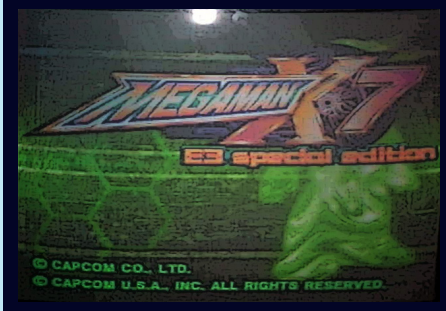
"unseen64.net"

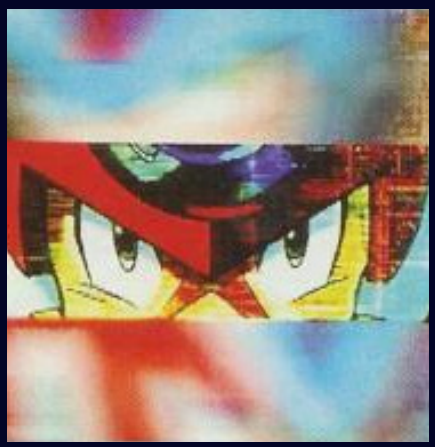
MegaMan X7

Developer Capcom Production Studio 3
Final release July 17, 2003

Mega Man X7, known as Rockman X7 in Japan, was developed by Capcom for the PS2.

In this game, X was an unlockable character, instead of being available right from the start. However, it seems this wasn't always the case. In some of the earliest shown build of the game, X is in the intro level, and that there are no life bars at all. In the early builds, the HUD and life bars are different, along with a 2D/3D status icon.





GameNow magazine article:

MEGAMAN X7 GAMENOW EXCLUSIVE

Fans really enjoy the more mature look (and convoluted plotline) of the *Mega Man X* series, and this fall, Capcom is bringing X and his partner Zero to PS2. We've gotten an exclusive, hands-on look at three stages of this new title, which updates the 2D gameplay of the previous entries in the series with 3D graphic.

In addition to being 3D, *Mega Man X7* features a new technique called Scramble Change, which allows you to switch playable characters at any time. By doing so, you can use each character's unique abilities to get through difficult sections of the game or pull off a combo attack.

Of course, X is the star of this game, but like the more recent *Mega Man X* games, you can also play as Zero. Capcom has revealed that there's also a mysterious new character to play as - one with a "unique ability unlike ay other." Although Capcom wouldn't give us specific details about this character, we did get a glimpse of him (her?) in the game's animated intro.

X7 is definitely unlike any *Mega Man* game before it.

Psychonauts

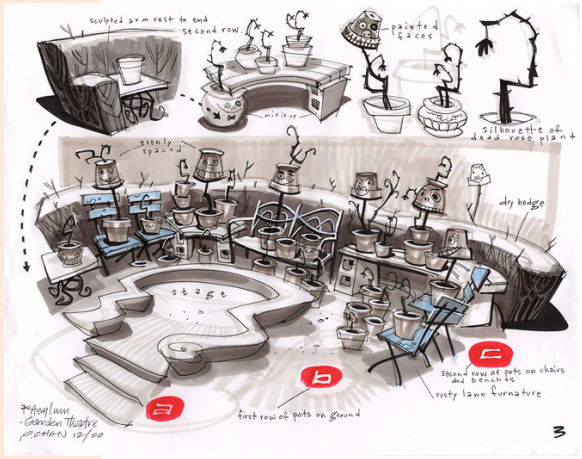
Developer Double Fine Productions
Final release April 19, 2005

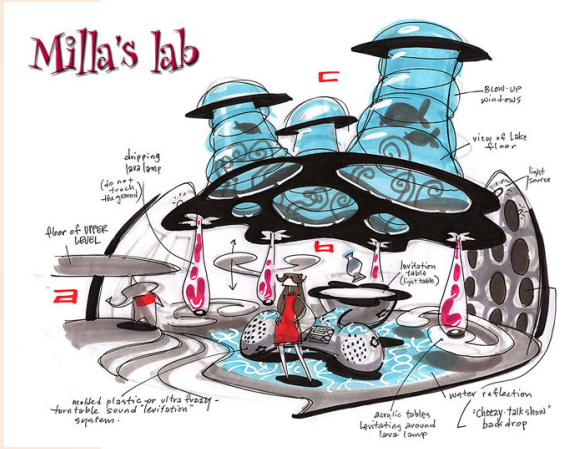
Psychonauts is a platforming game developed by Double Fine Productions that first released in 2005 for Windows, Xbox and PS2.

Originally, the main character was an ostrich suffering from mental imbalance and multiple personalities. The sockpuppet Tim Schafer killed the idea because he strongly believes in games being *"wish fulfillments,"* guessing that not many people fantasize about being an insane ostrich. Raz was originally named Dart and it had many different design before the final one. Even the Censors were different, with a more "green monsters" look. The HUD, the Menù, the Psi Challenge Markers and the Telekinesis style were changed too. Some "brains" were in different positions in the beta version, as the one at the top of the wall in front of the asylum. The Milla's Lab does not exist in the final game.

Tim Schafer first conceived the idea for Psychonauts while working on Full Throttle, which originally was to have an interactive peyote trip sequence. The idea was deemed unsuitable for a family-friendly game, but it led to Schafer's desire to do a game featuring psychological trips or interactive dream sequences.

"unseen64.net"





Metal Gear Solid 2

Developer Konami Computer Entertainment Japan
Final release November 13, 2001

Metal Gear Solid 2: Sons of Liberty is an action-adventure stealth game developed and published by Konami for the PS2 on November 2001.

According to Hideo Kojima in the documentary Metal Gear Saga Vol. 1, the original plot of the game revolved around nuclear weapon inspections in Iraq and Iran. Significant changes to the game's ending were made late in development following the September 11 attacks in New York, where the finale occurs.

Some pictures of Snake in an early prototype for MGS2, showed a Cell Shaded graphic. It originally was going to have a radically different art style, more on tune with the style of the concept art. This may have been from the proposed idea of the middle east storyline.

In 2006 Jesse Johnson and Marc Laidlaw from the MetalGearSolid.org community, shared and translated the original MGS2 Design Document that was written by Kojima / Konami as a guide to develope the final project. In this document, there are a lot of informations about removed scenes, unused gameplay elements and other stuff that was not revealed directly in the game. Here are some of the most interesting parts:

"MGS2 was meant to be called Metal Gear Solid III: Instead of proceeding on to MGS2. Written as MGSIII for short. The three Roman numerals symbolize the three tallest skyscrapers in Manhattan, the setting for the game.

Instead of proceeding on to MGS2, as one might expect, we are making MGS3. The question in peoples' minds, 'Why is it 3 and not 2?' will have a big impact. We will be able to create, using in-game graphics, battle scenes the likes of which seen in films such as Starship Troopers and Mulan. The beginning, middle and finale of the game will all feature the maximum number of enemies on screen simultaneously."

"In the previous game, only 4 to 5 enemies could be shown on-screen at a time. Now we will be able to display a maximum of around 300 enemies on-screen at a time."

"We will create ways for the player to be able to control the brightness of their environment, making 'light' another strategy element that can be used in the game. All rooms have light switches that can be turned on and off. If you destroy a light, the area around it goes dark. If you equip the cigarette item while in the dark, it will emit a faint light."

"After an injured soldier has received treatment (lasting a set period of time) in a medical room, they will return to the game field. The area of the body where they were injured will be covered in a bandage texture. If you attack a medical facility, you can prevent this from happening again."

"After Arsenal becomes active, the area with the hostages is cut loose. The bodies of the hostages (50 to 60) can be seen floating in the water, crimson from all the blood, and have attracted sharks. Raiden and Snake must proceed through the area."

"A battle that takes place on Wall Street (at Federal Hall) *– Snake versus Ocelot* (controlled by Liquid's right arm)*, and Raiden versus Solidus. Surrounding them are spectators and police officers, including mounted police."*

"It will be possible to deliver a type of attack with the hands while crouching or crawling whereby you grab an enemy's legs and knock them over"

"In certain parts of the game, the game screen will be split up either horizontally or vertically, with one side of the screen showing a normal cut-scene. The other side will be the player's game screen, so they will be able to continue playing while being able to see what is going on in the other screen. By doing this, we can display simultaneous sequences in real-time, showing what else is happening while a particular event is occurring. Split-screen scenes: The bomb disposal scenes where Raiden, Snake and the bomb disposal consultant are all working together." Emma's rescue (the sniping scene).

"A type of hidden mode. By equipping an item called 'Mantis's Mask', obtainable in the main game, you will be able to read peoples' (enemies') *minds."* [This was somehow used as an easter egg if players press the R1 or R2 button while Snake or Raiden is listening to someone, they can hear their thoughts]

"This will be a mode for split-screen two player battles in certain areas from the game. It will be compatible with system link-up as well. Players can either fight each other or play a hide-and-seek type game."

"In addition, the player will be able to virtually explore the ocean floor through a remote-controlled minisub, and can also save pictures taken with its camera."

"Member of Dead Cell. A soldier over 100 years old. A legendary hero from the Second World War, he taught Big Boss and the world's mercenaries everything they know about combat. As a Nazi, he was feared as the 'Old Boy', or the 'devil'. He fights with weapons and equipment used during the war, such as the Panzerfaust."

"Removed Bosses: The President's security team, the Great white sharks" [probably used in the scene where the bodies of the hostages floating in the water would had attract sharks].

"unseen64.net"

Cancelled Games

This is a loose collection of cancelled and unreleased PS2 titles (some of these games may probably be only rumors or marketing ploys). The games are listed in no particular order.

Most of the info on these pages are taken from unseen64.net. Please visit their site for more information, or buy their book:
unseen64.net/2016/09/19/video-games-you-will-never-play-unseen64-book/

Austin Powers

Developer n-Space
Publisher Take-Two Interactive
Planned release Q3 2002
Genre Action-adventure

Austin Powers was first scheduled for September 2001 but was delayed until 2002. The delay, according to Take-Two, would serve to position the game more favorably in relation to the release of the third movie in the franchise, which was arriving in 2002.

Being developed by n-Space, the team responsible for Danger Girl and both third-person Duke Nukem adventures on the PlayStation, the Austin Powers adventure was to feature dancing, photography, and mini-games in addition to a multi-character third-person action core - in theory, players would be able to play as Powers, Felicity Shagwell, Fat Bastard, and all the rest of the movie's cast. The delay may also be responsible for n-Space shifting it's work force to the first PS2 Duke Nukem game. But the game was later cancelled.

12 Volt

Developer Sproing
Planned release 2003/04
Genre Racing

12 Volt is an arcade racing game that was in development by Sproing in 2003 / 2004 for the Playstation 2, Xbox and GameCube.

The game was set in slot-car tracks and players would have been able to race their models in houses and gardens. 12 Volt looked like a mix between Re-Volt and another cancelled Nintendo 64 game, Mini Racers: it's unknown why Sproing never released this project or how much it was completed before being canned.

Some info released in the original press release:

"The cars can move freely on the track, they are not bound to a specific lane or slot like conventional slot cars are! This way the game combines the look of a die-cast-racer with the feeling of a full-physics arcade rally game!"

"Highly realistic physics enable the player to activate toys and tools that work as weapons against other players. Imagine plunging through a heap full of marbles crashing at you in a world that really looks and feels like a childhood dream-come-true. Special magnetic rails even allow you to hook on to the inner side of hairpins and drive through them at full speed!"

"monokoma@unseen64.net"

1906: An Arctic Odyssey

Developer Darkworks
Planned release 1999/00
Genre Action-adventure

1906: An Antarctic Odyssey is a cancelled PlayStation 2 game in pre-production at Darkworks during 1999/2000, but it was put on hold when development on Alone in the Dark: The New Nightmare started.

Borrowing inspiration from Jules Verne's Voyage to the Center of the Earth, 20 000 Leagues Under the Sea, From the Earth to the Moon, and Mysterious Island, 1906 was an arctic adventure game from the same team that developed Alone in the Dark. The game would be part of an action-adventure trilogy mixing fear and romance in a science-fiction and fantasy setting. The game would thrust players into a disaster movie, giving them a sense of emergency, panic, and stress. Taking control of two heroes, players must fight to survive the horrors and enemies that come before them.

Some concepts of the game may have been taken over into the later also cancelled USS Antarctica/Lost Mantis.

Batman: Dark Tomorrow

Developer HotGen
Publisher Kemco
Planned release 2003
Genre Action-adventure

Batman: Dark Tomorrow is an action-adventure released on the GameCube and Xbox. It is based on the DC Comics character Batman and his iteration from the DC Universe source material.

Initially announced in 2001 as a GameCube exclusive, Batman: Dark Tomorrow was envisioned as being an open-ended, faithful, and realistic approach to the Batman franchise, in a similar vein to the Batman: Arkham series years later. However, as development progressed, the game was scaled back and slated for release on multiple consoles. The game was a critical failure upon release, being criticized for its poor controls and camera.

The Xbox and PS2 versions was reworked into a more linear and stealth-based game.

Veteran DC Comics and former Batman: Gotham Adventures writer Scott Peterson and Final Fantasy's Kenji Terada created the story for Dark Tomorrow, while the Royal Philharmonic Orchestra performed the game's orchestrated score. The PlayStation 2 version was eventually cancelled.

100 BULLETS

by: PlayStation 2 Official Magazine (AU) 2004 June #26

Look out! Here comes another bald man bent on dishing out death

Unadulterated, blood-obsessed revenge is the name of the game in *100 Bullets*, the upcoming thrid-person shooter from Acclaim's Austion Studios. Like the majority license-based development being produced in videogamedom, it's based on a comic book. The game's story has been penned by former DC scribe Brian Azzarello who's also the original comic books's creator, so expect some hard-boiled noir-ish narrative as you move through the game world being hunted, betrayed, set up and manipulated.

It centres on enigmatic figure Agent Graves who offers seemingly random people the opportunity to exact revenge on their most-hated while guaranteeing impunity. He does this by supplying them with a briefcase that holds all the documents and information they'll need to pull the deed off, as well as a gun with 100 bullets. On top of that there's a secret government conspiracy-type angle to the gig, featuring a group of powerful people known as "The Trust". How they fit into the overarching scheme of things is yet to be revealed. As well as Agent Graves the game feature comic favourite Cole Burns and glamour puss Snow Falls, who has been created especially for the game.

Currently, *100 Bullets* plays like the potty-mouthed, bald-headed love child of *Hitman* and *Max Payne*. The emphasis throughout the game is on shooting, and as such, players can perform a slew of fanciful gunplay manoeuvres, including; diving backwards while firing at an enemy, springing out from around walls, dishing out blind fire - shooting around corners while still remaining behind cover - counter attacks and more. The latter sees your character parry an enemy's strike before leaning in to either slit their throat or wrestle their head under your boot and blow them away from point-blank range. Building on that, the game currently allows you to grab an enemy and use them as a human shield. A nice addition is the way you can slam their heads against walls to keep them under control if you've held them too long. How edifying.

There are a few other nice touches to the game that should separate it from the *Max Payne* series. Some of the levels actually start out in one location, say a warehouse, and mimicking a flashback that the character is having, will morph into the location in the character's mind. Possibly the finest ace up 100 Bullets' sleeve, though, is the yet-to-be revealed gameplay aspect that will, apparently, make Bullet Time its bitch. We'll see.

A BULLET WITH A NAME!
An interview with* 100 Bullets *writer and creator, Brian Azzarello

When did you get started writing comics?
100 Bullets started about five years ago.

Before that were you into writing other stories?
Yeah, but not really comics. It wasn't really something I set out to do, but I'm doing it now. Writing a game was something I never thought I'd do and now I've written one. It was a good experience and I'll probably do another.

Did you initially intend to get into TV of film when you started writing?
I don't know. I kind of let things happen to me, rather than make them happen.

What's the secret to having a good character?
Give them faults. Everybody relates to other people's faults.

100 Bullets

Developer Acclaim Studios Austin
Genre Action

The 100 Bullets video games were adaptations of the comic book series of the same name, which was created by Brian Azzarello. The first cancelled title was to be developed by Acclaim Studios Austin and published by Acclaim Entertainment. It was planned to release for the PlayStation 2 and Xbox in October 2004.

Both incarnations of the 100 Bullets games are an adaptation of the comic of the same name produced by DC Comics and Vertigo. In the Acclaim Entertainment-published game, players would control Cole Burns, a character from the comic. The game was to introduce a new playable character named Snow Falls. The plot was especially created for the video game. Its gameplay has been compared to other shooter video games including Halo, Max Payne, and Minority Report: Everybody Runs. Players would be offered a selection of weapons, which include pistols, a grenade launcher, a shotgun, and a rifle. The game would have had a "rage meter" that would grow as players kill enemies; when it is full, it would kill all enemies on screen. The developers were planning to feature an auto-aim system that would cause the players' crosshair to stick to an enemy for a short amount of time. Players who wait longer will be able to target more vulnerable areas of their enemies. Players would also be able to use enemies as human shields.

DC Comics conducted a deal with publisher Acclaim Entertainment in June 2003 to produce games based on the 100 Bullets comic book. 100 Bullets was in development by Acclaim Studios Austin. The game's art was designed by Eduardo Risso, who also worked on the comic. A stated goal of Acclaim's was to *"challenge players to 'think before they shoot' and allow them to explore the moral implications of their actions."* It was featured at the 2004 E3 convention. It was slated to release in October 2004. The game was cancelled following Acclaim Entertainment's financial troubles.

A deal established between Warner Bros. Entertainment and D3 Publisher of America in May 2006 gave D3 the rights to adapt the comic into video games on home game consoles, handheld game consoles, and PCs. Its first release was planned for Q3 2007. Careen Yapp (Vice president of licensing and business development for D3) was positive about the project and noted that the publisher would try to *"maintain the authenticity consumers demand."* It was planned for release on Game Boy Advance, Nintendo DS, PC, PlayStation 3, Xbox 360, PlayStation Portable, and Wii. D3 did not comment on the project for years; a rumour surfaced when a *"GameStop insider"* stated that it would release in 2009 on the PlayStation 3 and Xbox 360. A spokesperson for D3 could not give anymore details due to the game being built from the ground up. All releases of this game excepting the Xbox 360 and Wii versions (which are labelled TBA or "to be announced") have been cancelled. D3 no longer features 100 Bullets on its list of video games.

When asked for news on the project, Azzarello noted that it was dead and if it was picked up, he expected to be a consultant. He expressed optimism that the comic could be adapted to a video game. He stated in an interview that he was never looking to adapt 100 Bullets into a video game and only took the opportunity to make one to *"see what happens."* He felt that the story didn't adapt well to a video game. He later noted that while there was *"still talk"*, he didn't expect that it would happen anymore. He stated that it was *"a little too intense to get off the ground."*

Both the idea of an adaptation of 100 Bullets and the demo version of the Acclaim Entertainment adaptation have been met with positive reception. Brad Shoemaker's hands-on impressions for GameSpot of its E3 2004 build were generally positive. He praised its improvements over the previous build he saw, such as destructible environments and more finalized art.

ONCE WERE WARRIORS

by: Narayan Pattison@ PlayStation 2 Official Magazine (AU) November 2004 #33

After a long struggle Acclain finally filed for bankruptcy last month

During the '90s Acclaim was one of the game industry's most successful publishers, but disasters like *Turok: Evolution* and a string of lackluster releases led to mounting debts that forced the company to file for bankruptcy on 27 August.

Acclaim was at its most successful in the early '90s with blockbuster Super Nintendo releases like *Mortal Kombat* and *NBA Jam*. The publisher continued to do well during the PSone and Nintendo 64 generation with popular videogame releases like *Turok: Dinosaur Hunter, Dave Mirra BMX, Shadowman* and various *South Park* titles.

Things began to go pear-shaped for Acclaim fairly quickly after the PS2 was released. Disappointing sequels like *Shadowman: 2nd Coming* and *Dave Mirra BMX 2* (which was ruined after Activision bought the original development team) go the publisher off to a rocky start. Then in 2002 disaster

struck when Acclaim staked everything on the success of *Turok: Evolution*. Acclaim piled millions of dollars into elaborate marketing, printed millions of discs and waited for the money to flood in. Unfortunately the game was slammed critically and ignored publicly, leaving Acclaim with crippling debts. Acclaim did try to climb out of this hole. To its credit it was responsible for a handful of successful titles, and the Australian office was especially savvy with the development of its AFL games but these hits were overwhelmed by a string of turkeys. Poor performers like *BMX XXX*, *Gladiator*, *Urban Freestyle Soccer* and *Alias* failed to do anything to reverse the company's debts.

After Acclaim was unable to secure additional funding the publisher filed for bankruptcy in late August. The company will be liquidated in an attempt to settle its $100 million (US) debts. With little to no warning Acclaim staff in all territories were told to clean out their desks and that they would have to seek government help to recover their redundancy payments. Ironically, the company's bankruptcy occurred just two weeks before Acclaim's promising racer *Juiced* was due to be released - a game that may well have been successful enough to get the publisher back on track. There's no word yet on a new publisher and release date for *Juiced* but an early 2005 release is likely.

ACCLAIM'S RECENT OUTPUT HAS BEEN LESS THAN EXEMPLARY. HERE ARE A FEW EXAMPLES, EACH ONE A NAIL IN A MULTI-MILLION DOLLAR COFFIN

by: play (NZ) November 2004 #07

TUROK EVOLUTION

The prehistoric adventures of a futuristic dwarf. The *Driv3r*-level of disappointment of 2003.

VEXX

Stultifying misjudged, to the extent that it made our Feature Editor cry until he passed out.

URBAN FREESTYLE SOCCER

Nothing but a massive insult to football and videogame fans alike. Just terrible.

SHADOWMAN: 2ECOND COMING

Showed a complete misunderstanding of what made the first game good.

THE LAST DAYS OF ACCLAIM

by: play (NZ) November 2004 #07

LIKE OLD YELLER, BUT WITHOUT THE LONG-TERM TRAUMA

Call the offices of Acclaim in Melbourne during office hours and you'll hear... nothing. Acclaim was forced to close all its premises in the first week of September, marking the end of an extremely troubled month of last-ditch, desperate efforts to keep the company afloat. Staff around the world were told not to bother reporting for work as the once-mighty publisher and developer finally bit the dust. However, to suggest Acclaim's demise was an overnight development would be far from accurate - in truth, its troubles had been building throughout the last couple of years.

Acclaim Entertainment managed to survived many industry low patches since it was founded in 1987, building operations in America, Germany, France, Spain, the UK and Japan as well as the Australia. As its peak the company ran six of its own development studios, through the last few years saw fewer and fewer quality products emerge from in-house departments (its most recent efforts have included the rather blah-blah *Gladiator: Sword of Vengeance*, the disappointing *Alias* tie-in and the execrable *Vexx*). Rather, Acclaim had to rely heavily on its publishing of third pary-developed software such as Criterion's *Burnout 2* and *Worms 3D*, itself a joint venture between Team 17 and Sega. It was a situation recognized by Acclaim COO Rod Cousens when he took control of the beleaguered company in 2003. "For too long," he lamented, "the wrong people were in the wrong positions, making the wrong decisions that led to the wrong products, products which the consumer, by and large, didn't want" - titles such as *BMX XXX*, which resulted in a high profile lawsuit from BMX legend Dave Mirra, and which Toys 'R' Us and Wal-Mart refused to stock in North America.

While Acclaim's financial results for 2002-2003 showed a loss of $US84.8 million, its figures for the year ending 31 March 2004 had 'risen' to show a loss of paltry $56.4 million (despite a year-on-year revenue reduction of nearly $70 million), and many analysts were hopeful that there was some light shining through the dark monetary cloud hanging over Acclaim's head offices. Indeed, by the time the death rattle kicked in, the main problem faced by Acclaim could have been a question of expectation: promising street racing title *Juiced* had been promoted throughout the last six months as a definite game to watch, and could have helped turn around both the company's negative profit margins and its share price (which fell 90 percent over the last year).

Sadly, time (and the impatience of the company's financial backers) caught up with Acclaim before *Juiced* had a chance to make good on its promises of quality. Chief sponsor GMAC announced back in May of this year that is was considering withdrawing support of the developer on 20 June, and though it seemed briefly that another anonymous benefactor would be plumbing an extra US$30 million in to plug the holes in the deck, the money never materialized. Even when Acclaim managed to find $US13 million from selling off 16.4 million surplus shares to private investors, it was too little too late. GMAC offered a stay of execution until 20 August, by which time it had been removed from stock exchange listings - surely the kiss of death for any large corporation reliant on public money for financial renewal. After several high-profile monetary 'glitches' - staff being unpaid, a dispute with *Combat Elite* developer Battle-Borne Entertainment over unpaid royalties which has seen the game slip from release schedules altogether - Acclaim filed for Chapter 7 liquidation, meaning all assets will be sold off and the company wound up permanently. (The more usual Chapter 11 liquidation allows a company to keep trading in an effort to generate revenue to pay creditors). Creditors are said to expect as little as ten percent of its $100 million debts to be recouped.

So, the question that remains is: what will happen to all the games Acclaim was working on before it flatlined? Well, *Juiced*, long the jewel in Acclaim's rusting crown, looks to have outlived its parents, and is currently subject of a publisher battle. However, as financiers Fund4Games own everything but the rights to the word 'Juiced', the name may well change after a new publisher is found. Meanwhile, the fate of *The Red Star* and *100 Bullets* is still uncorfirmed.

6Gun

Developer BattleBourne
Genre Tactical shooter

BattleBourne was working on squad-based shooter entitled 6Gun, which looked rather like SOCOM.

A submarine in Primorsk has been boarded and destroyed by a nuclear device, wiping out a whole SEAL team. The Gunslingers – the team the player controls – are sent in to sort things out. There would be four campaigns and 12 levels, with missions including hostage rescues, demolitions, sniping, and parachute insertions.

"Matt Gander@unseen64.net"

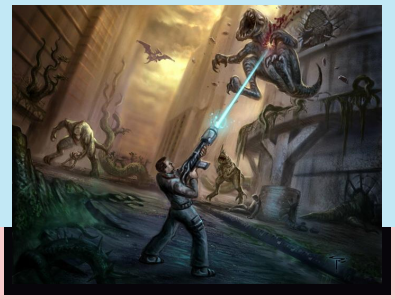
A Sound of Thunder

Developer Computer Artworks
Publisher BAM! Entertainment
Planned release 2004/05/06
Genre Action-adventure

Sound of Thunder is an action-adventure survival horror for the Game Boy Advance. The game was originally also planned for home sixth generation game consoles, including Xbox, GameCube and the PlayStation 2, but these were canceled as of December 2006.

The story is based loosely both on the original short story by Ray Bradbury of the same name and follows more closely the plot of the 2005 movie. Taking on the role of Travis Ryer in the year 2038, players find themselves in the position to travel back in time. They will be shuttling back and forth between the past and present to diffuse a Luddite cultist group Global Entropy bent on changing history for radical, and deadly, reasons. Their goal is to return in time to the Mesozoic era to prevent the alleged meteor that killed off the dinosaurs, and thus returning the world to a simpler time.

Presented in a third-person perspective, A Sound of Thunder would place players through the paces of nine missions (which take place in both modern day environments and prehistoric worlds) giving them access to 11 weapons from melee weapons to sniper rifles to the highly charged Disruptor. While A Sound of Thunder is an action-adventure game, players find themselves in situations involving puzzle solving and exploration too.



Adventure Pinball: Forgotten Island

Developer Darkworks
Planned release 2001
Genre Pinball

Adventure Pinball: Forgotten Island is a pinball game released in 2001 by Electronic Arts for Windows.

The table is based around Forgotten Island, a place where mythical beasts and giant dinosaurs roam the lands. Players need to win their way through each table avoiding traps and obstacles in order to save the island's rare creatures from extinction. Expert play will trigger events that can earn players bonus points, or extra turns on the table.

The game is rendered in 3-D, and has both a story mode consisting of 9 levels, where no actual pinball tables exist, and a table mode. Most of the levels must be unlocked by completing other levels.

Ace Squadron

Developer Atomic Planet
Genre Shooter

Ace Squadron is a cancelled flying shooter that was in development by Atomic Planet for the Playstation 2, GameCube and Xbox.

The game was set in World War II and offered various arcade air-combat missions to play and as we can read from the official press release *"gamers will be given the opportunity to shout 'Tally Ho!' and dive their trusty Spitfire into a dogfight with swarms of Nazi aircraft. There are scores of missions to play, from the heady days of the Battle of Britain to dangerous raids on secret weapons factories in the last days of the war, and dozens of different and powerful warplanes to fly, such as the majestic Spitfire, the nimble Mosquito and the sturdy Lancaster"*.

The project was never released for unknown reasons and it is uncertain if the game was finished or not as the few screenshots available look like target renders and not actual gameplay.

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Alex Kidd in Miracle World

Publisher Sega
Genre Platformer

The game was planned for Sega Ages 2500, but was cancelled due to the discontinuation of 3D Ages. It was instead released on the PS3 as part of Sega Ages Online and in the Sega Vintage Collection: Alex Kidd and Co..

The game was a port of the Master System 2D platform game first released in Japan on November 1, 1986.

Aliens: Colonial Marines

Developer	Check Six Games
Publisher	Fox Interactive, Electronic Arts
Planned release	2001
Genre	First-person shooter

Aliens: Colonial Marines is a first-person shooter that was to be released for the PlayStation 2 in Fall 2001, prior to being cancelled by Fox Interactive and Electronic Arts for unknown reasons. Aliens: Colonial Marines was to take place between the second and third films, when a rescue team of colonial marines and a salvage team go on a search-and-rescue mission for the missing United States Colonial Marines ship, Sulaco. When the Sulaco is found, the salvage team boards the ship, but the marines lose contact with them about twelve hours later.

The marine team docks with the Sulaco in an attempt to find the missing salvage team, but instead encounter Xenomorph aliens. The player would be able to command up to four marines out of a group of twelve. Each marine has different personalities, skills, and abilities. Aliens: Colonial Marines is also the name of a series of Dark Horse Comics.

Later a video game with the same name was released and developed by Gearbox Software and published by SEGA in February 12, 2013 for the PC, PlayStation 3 and Xbox 360.

"unseen64.net"

Magazine Article on Aliens: Colonial Marines

THEY'RE COMING OUT OF THE GODDAMN WALLS

THOSE SHINY DOMED BITCHES ARE BACK IN ALIENS COLONIAL MARINES.

RESIDENT EVIL WAS FRIGHTENING, SILENT HILL WAS GROTESQUELY disturbing, but nothing on PSone could match the drenched t-shirt tension of *Alien Resurrection*. The terrifying, breathless beep of your motion tracker... the forboding corridors under diseased, flickering lights... the panic as your empty an entire magazine into the walls with your finger *glued* to the fire button, spraying ammo desperately, blindly. But then you saw them; the Aliens looked like anorexic koalas with broken legs. The fear subsided. But the PS2 is a machine to do these intergalactic maniacs justice, and *Aliens: Colonial Marines* is nearing completion.

Stickling closely to the established mythos, your group of Marines is sent to LV-426 to investigate the disappearance of Ripley, Vasques, Hicks and co as in the second film, *Aliens*. The player take control of various members of the troop as the whole lot of you creep, sweating through the base.

Each of your teammates reacts differently to xenomorph encounters; rookies suffer panic-stricken aiming difficulties and paralysing fear that may even cause them to turn and flee. Veterans, on the other hand, react far more intelligently and prove to be your more reliable team members.

With the player able to control up to four Marines at one time, issuing orders to each on the fly, this unpredictably should make for some terrifying running battles with moviedom's most horrifying creation. A:CM spans three large campaigns over five locations, including the USS Sulaco and Alien's home planet, and is due out in November, but EA have been strangely evasive about the title for some time. It's almost as if it's lost contact with it... Is there something the company isn't telling us?

Magazine Article on Aliens: Colonial Marines

ALIENS COLONIAL MARINES

Game over man, game over! Everyone's favourite ET bursts onto PS2

Ignore the tedious-sounding title. Aside from a game actually based on the plot of *Aliens*, *Alien Colonial Marines* has the best chance of bringing the horror of the film to consoleville.

It takes the form of a first-person shooter, but it's not just you versus the enemy. You'll command four-man squads compromised of soldiers with individual character traits, including the ability to run like swamp rats at the merest sniff of an alien. You use your strategic abilities on the fly to set up your team's formation and give orders to your soldiers. You'll get to know everyone before they're horrifically impaled, screaming, on an alien's tongue.

Although it's set during the time period of *Alien 3*, don't think you'll be going up against one lone brown monster. The first mission takes place when your team discover the abandoned USS Sulaco, the ship that Ripley and co escape on at the end of *Aliens* and eject from at the start of *Alien 3*. Of course, there's still a hell of a lot of bored aliens hanging around in there as it floats through space on its own.

You'll have all the classic military apparatus to fry the monsters, including smart guns with autofire capability and the ever-useful flamethrower. Over the course of increasingly scarifying missions, you'll get to go back to the alien homeworld to find out what happened to a previous team and discover more about the creatures.

Speaking of aliens, all your old favourites are back. There's your average Joe Alien, Alien Queens and all-new xenomorphs. If this game can emulate the pant-soiling tension of the *Alien Vs Predator* games on PC, then we'll be well up for it.

Preview screenshot of the unreleased Aliens: Colonial Marines (PS2), showing Xenomorphs attacking the player.

Magazine Article on Aliens: Colonial Marines

THE NEW BREED

Everyone will hear you scream when you play *Aliens: Colonial Marines*.

HR GIGER CREATED THE most terrifying sci-fi creature ever to stalk the human race and now it's about to burst out of PlayStation 2. *Aliens: Colonial Marines* is the first next-gen title to feature the face-hugging, acid-for-blood Xenomorphs featured in the four successful feature films starring Sigourney Weaver.

There's one element that's going to make *Aliens: Colonial Marines* stand apart from the FPS competition - atmosphere. Possessing much of the brooding pace of *Alien Resurrection* on the PSone, the game creates an excruciating tense, frightening world with gorgeous visuals and animation, plus all the original movie sound effects of Alien screeching, guns blasting and that heart-stopping 'blip' of the scanner as it suddenly detects movement.

Ambrosia Odyssey

Developer Rocket Studio
Publisher Square Enix
Planned release 2004
Genre Action role-playing

Ambrosia Odyssey is a cancelled Action RPG with online multiplayer that was in development for the Playstation 2 in 2003 by Rocket Studio with help from KAI Graphics (for CG movies) and Supersweep (for music), meant to be published by Square Enix.

The game had a multiple branching storyline in offline mode, in which players were able to create towns and foster their development to follow different plots, then connect online to share your game world with other players and visit their own towns and stories. As players would progress through the game they would battle dozens of creatures in both time periods, but there was a good amount of interaction amongst other people and creatures.

A video of the game was shown at the Tokyo Game Show 2003, but it only has some characters creation footage, blurred combats and a pre-rendered FMV (thanks a lot to CRC for preserving this video!).

An online beta testing may have been planned for spring 2004, but it is not certain if it really happened before the cancellation. Ambrosia Odyssey was soon removed from Square Enix release list, maybe because of the popularity of their other online game, Final Fantasy XI.

"Userdante@unseen64"

Asylum/Darkblack

Developer Rogue Entertainment
Publisher EA Games
Genre First-person shooter, Survival horror

ASYLUM (also know as Darkblack) is cancelled FPS horror title, in which the player would had take on the role of a contestant in a TV game show that slowly degenerates into a macabre nightmare.

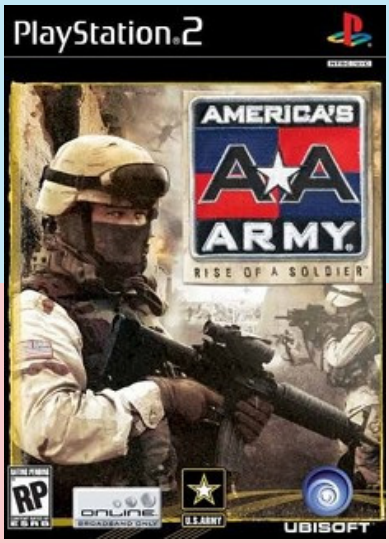
"destructor1890 & Matt Gander @gamesasylum.com"

America's Army: Rise of a Soldier

Developer	Secret Level, U.S. Army, Ubisoft
Publisher	Ubisoft
Planned release	2005
Genre	First-person shooter
Serial number	SLUS-21188

America's Army: Rise of a Soldier is a game developed by the U.S. Army, Ubisoft, and Secret Level. In addition to containing the original America's Army, the game also includes a new single player mode based on Major Jason Amerine's experiences in Afghanistan in the year 2001. It was released in the United States on November 17, 2005 for the Xbox. The PlayStation 2 version was in development for some time, but ultimately was cancelled.

Unlike the original America's Army, this game is not freeware. The game bears some similarity with the PC version of America's Army. Most of the maps from the PC version are in Rise of a Soldier.

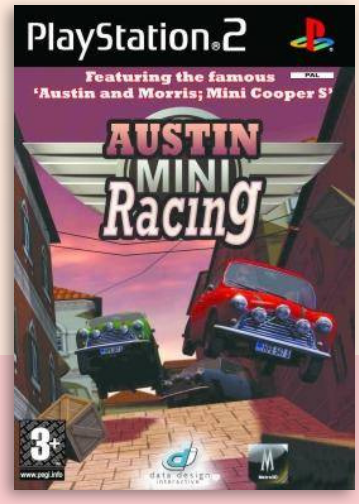


The Xbox version received "average" reviews according to Metacritic.

Austin Mini Racing

Developer	Data Design Interactive
Publisher	Metro3D
Planned release	(eu) March 17, 2006
Genre	Racing

The game is listed many places as a released game, but it was most likely cancelled.



007 The World is Not Enough

Genre	Action

007 The World is not Enough was an independent videogame that had no movie translation to follow. The game engine would be run off of the Quake III PC engine. The game would be a first person shooter with racing elements.

American McGee's Alice

Developer	Rogue Entertainment
Publisher	EA Games
Genre	Action-adventure

The game is a third-person psychological horror action-adventure platformer released for PC on December 6, 2000. A PlayStation 2 port was in development and planned for a release sometime around 2001 but was canceled.

AquaNox: The Angel's Tears

Developer Massive Development
Publisher JoWooD
Release date Q3 2001-
Genre Action-adventer

Aquanox is a series of action/shooter/simulation games set in a distant future in which humans mostly live underwater and use futuristic submarines to explore the ocean.

It all started in 1996 when Massive Development released Archimedean Dynasty/Schleichfahrt (considered as the first chapter in the saga) then in 2001 the same team published AquaNox and a couple of years later they delivered AquaNox 2: Revelation. All the games were published for PC only and even if there are some basic differences between the 3 titles, they always had a mix of "flight" simulation, shooting and RPG gameplay: players were able to fight their way in 360° underwater combats, shoot down other submarines, conquer enemy bases, talking with NPC characters, explore the sea to find hidden treasures, complete different mission objectives to gain more money and upgrade their vehicles.

A new chapter in the Aquanox series was planned for Playstation 2 but unfortunately it was cancelled when it was almost completed. As always the project was in development by Massive soon after the release of AquaNox 2, when JoWooD (their parent company at the time) wanted to enter the console market and deemed Aquanox as the perfect game to start. Initially Aquanox 2 was ported to PS2 but it did not fit the new hardware and controller, being not that much fun to play. To secure a great console debut, Massive Development took the next 2 years to create a completely new game, as a third chapter in the series, that would have been titled Aquanox: The Angels' Tears, with new missions, features and storyline.

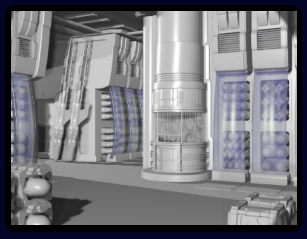
As we can read in the official press-release for the game:

"AquaNox: The Angel's Tears is the story of an action packed treasure hunt, presented as a playable under-water road-movie. The game is a fast-paced 3rd person shooter, where the player steers his vessel through the depth of the oceans 3000 meters under the sea, 650 years into the future, 300 bars of pressure. The sun is a fading legend of former centuries. Nobody has ever seen it. Man now calls this world: 'Aqua'. Eight humans crammed into a freighter. *Eight mercenaries, shrouded in mystery, hunting for a legendary treasure. Eight hunters dreaming of the Angel's Tears. This dream will change them – and history. The greatest love story of their time!"*

Angel's Tears would have featured fast paced underwater shooting along with a mature storyline divided in 32 main missions set in the deep seas of Aqua, an advanced score and experience system, 4 submarine ships with different stats and tactical uses, fully upgradable weapons and other equipment to improve player's chance to survive to the hardest missions that were planned.

Massive Development wanted to make Angel's Tears the best Aquanox game ever, but unfortunately in 2005 JoWooD was on the edge of going bankrupt: they had to cut a lot of their cost and decided to close down Massive Development as the new AquaNox was already 99,9% done. At this time the Aquanox: The Angel's Tears was submission-ready to be accepted by Sony and to be officially published on PS2,

but the devs wanted to polish it up more before to release it as their last game, so they introduced a few easy bugs to make it fail the first submission. When AquaNox PS2 failed the Sony submission the situation at Massive Development got even more sour as JoWooD refused to pay all their outstanding wages. Because of this the project wasnt handed over properly at closure of the studio and nobody was able to finish it although it was really 99,9% done. AquaNox: The Angel's Tears was forgotten for many years, hidden away in some directory, until Nordic Games ended up with the rights to Aquanox and all its assets after the insolvency of JoWooD in 2011.



Nordic Games got in contact with Unseen64 to share some of the documents they found about Angel's Tears and Unseen64 are now able to preserve more screens and videos from this lost game.

As a love letter to fans of games that will never be, Deep Descent will not only revive the AquaNox experience after the lost Angel's Tears, adding 4 players coop mode and an even bigger ocean to explore, it will also integrate assets and research from another cancelled THQ underwater action game known as Deep Six, originally planned for PS3.

Aquanox Deep Descent was fully funded in an successful Kickstarter campaign.

"Manuel Hansen@unseen64.net"

Manuel Hansen

Armada II: Exodus

Developer Metro3D, Inc.
Genre Shooter, role-playing

Armada was a sci-fi shooter released for the Dreamcast, that allowed 1-4 players to fly about the universe, fighting the enemy, performing missions and improving their ship. The player would gather credits to buy power-ups for their ship, allowing them to voyage deeper into enemy territory, blow up ever more powerful Armada, and perform missions of increasing importance and danger.

A direct sequel to Armada was under development, originally for the Dreamcast, then for the Xbox and PlayStation 2 under various titles including Armada II, Armada's Revenge, Armada 2: Exodus, and Armada 2: Star Command. However, due to repeated delays and redesigns along with limited resources, the game was canceled after spending over four years in varying degrees of development.

ATV Quad Power Racing 3

Developer Acclaim Studios Manchester
Publisher Acclaim Entertainment
Planned release 2005
Genre Racing

ATV: Quad Power Racing 3 is a cancelled all-terrain vehicle racing video game and would be the sequel to ATV: Quad Power Racing 2. It was due for release in the Winter of 2005, but was cancelled after Acclaim closed down Acclaim Studios Manchester in order to refrain from their financial difficulties and eventual bankruptcy.

ATV Quad Power Racing 3 would have the same basic gameplay as the other games in the series, but would have new additions like a Trick Editor, where the player would make their own tricks for the ATVs, which there would be 25 of in the game.

There would also be an assortment of tracks to choose and modes like single race, freestyle, championship, arcade, time trial, and multiplayer would also be featured, as well as online play with up to 6 players, which would be a first in the series.

ATV: Quad Power Racing 3 was announced by Acclaim at E3 of 2004, alongside other games published by the company such as Juiced, Emergency Mayhem, The Red Star and Interview with a Made Man. Acclaim, however, was suffering from major financial difficulties during this time and eventually closed down Acclaim Studios Manchester and sister studio Acclaim Studios Cheltenham before their eventual bankruptcy on August 30, 2004.

Many of the unfinished Acclaim projects were moved on to other developers and publishers, but ATV: Quad Power Racing 3 was one of the titles that were canceled and never finished. The Xbox version's files were later dumped onto The ISO Zone in Mid 2005, although the game was referred as ATV 3: Lawless, which was possibly gonna be the final title of the game.

The Adversary: City Under Siege

Developer Namco USA
Genre Third-person shooter

The Adversary was a new prototype in development in 2002 for XBOX and PS2 by the same team at Namco USA that worked on Kill.Switch (an average third person shooter, but with an innovative "hide 'n' shoot" element). The project started as another third person shooter with human soldiers, but it slowly evolved into a more complex concept, until in the latest builds there were even robotic tanks and mechs fighting in a big city. At the time of development, the project took the new name of "City Under Siege". The game was created with emphasis on multiplayer deathmatches and it seems that a playable multiplayer demo was even available at closed doors at E3 2004. City Under Siege was cancelled by Namco for unknown reasons, maybe because it was too risky economically.

" monokoma@unseen64"

Alien Breed 2K4

Developer Team17
Genre Action

Alien Breed 2004 (sometimes AB2K4 or AB2004) is an unfinished and shelved game in Team17's Alien Breed franchise, a series of Science Fiction-themed shooters largely inspired by the Alien films. It was announced as in development in 2003, and was shelved in early 2005

This is the second known title in the Alien Breed series to be cancelled, after the aborted PC first-person shooter title Alien Breed: Conflict. The game was reportedly being developed using the Snowblind Engine that Snowblind Studios had been using for the Baldur's Gate: Dark Alliance and Champions of Norrath franchises.

In July 2009 Team 17 announced the development of Alien Breed Evolution for PlayStation Network and Xbox Live Arcade downoad services. Given that the videogame was viewed at the same top-down perspective, it is possible that this game is actually the same as Alien Breed 2004, with updated graphics.

" monokoma&Celine@unseen64"

1/4 RPG

Developer FromSoftware
Genre Action role-playing

1/4 RPG (also know as One Fourth RPG) is a cancelled Action RPG that was in development by FromSoftware for the Playstation 2 (with a rumored Dreamcast version) in 2000. The game was shown at the Tokyo Game Show 2000, but it soon vanished from their release list.

Written on the (now dead) GIA Website:

"The peculiar name is derived from the make-up of the party of heroes. Four different characters (selected from a pool of seven or eight) comprise the team at one time, but you actually play as a fairy guiding the four characters into battle. In a system akin to Valkyrie Profile, each "fourth" of the party (i.e., one character) can be selected via a different controller button, then moved into place with the d-pad. Attacks apparently are used automatically; your goal is just to keep the four heroes in the right place at the right time. Up to twelve enemies can appear on screen at once, so expect some large battles."

According to a report from IGN, 1/4 RPG was placed on "indefinite hold" in 2001 and From Software moved their resources to other projects. The game was never released.

Text from a magazine article:

"A bit more on From Software's upcoming action/RPG: After selecting a party of four characters from a larger group of seven or eight, you take on large groups of monsters in huge real-time battles. Your goal: Defeat the lord of darkness, who escaped his sealed prison, and claim the kingship of your country. 1/4 is due in the 4th quarter in Japan; nothing yet on a U.S. release, but with all the other From Software games coming over, it seems like a pretty safe bet somebody will take notice."

9th Power

Developer Eworks
Genre Action-adventure

9th Power is a cancelled action adventure developed by Eworks and planned for Playstation 2 and PC. It was going to be the first known project for a major console fully developed in Portugal and at the time it was shown in some of the biggest gaming events of the country.

Thanks to an interview with Marco Vale who worked as an intern (2D and 3D artist) for Eworks during the development of 9th Power, Unseen64 were able to obtain some more details about this game:

"In 9th Power players would control a character belonging to the resistance, a group of humans who had rebelled against the Atlantids (inhabitants of Atlantis) who oppressed them. As the Atlantids had superior intelligence and superhuman skills, such as the ability to mind-control, it was an easy task for them to take control of the earth.

Only few Atlantids were still alive after their society vanished, but they would do whatever is possible to bring back to life the rest of them. By using advanced technology they were able to revive some more Atlantids using their remains: as an example one of them was rebuilt from his brain and mandible, now depending on his robotic body to survive. The only hope for humanity was a single Atlantid who had also rebelled against the actions his own people, joining the rebels and risking his life to help them."

The 9th Power prototype was developed using the Alchemy and Havok Physics engines and it was meant to be an action-adventure RPG with a sci-fi theme. The team planned to implement new mechanics that would set it apart from other action games of its time, such as the use of a skill tree and destructible environments.

Eworks was formed in 2000 specializing in software development, but David Rodrigues (company's founder) always had the dream of making games, so in 2002 he participated to the Game Developer Conference with a friend, to *"see how the industry worked, how things were done"*.

Eworks found out that they could develop a prototype and present it to companies, but this process was not as easy as it seemed. They took an early 9th Power prototype to E3 and Game Developers Europe where it was well received, as they managed to show detailed models and high poly-count for its time.

They managed to gather the attention of Take-Two Interactive, that even sent them a dev-kit console to speed-up development. Unfortunately with the economic recession in early 2000's there was a reduction of investment in original IPs and a turn to safer investments with already popular franchises.

Eworks' investment in their first game was already expensive for the company (200.000 euros, with 50.000 coming from the European Commision) and even though they pitched it to various publishers, in the end they were unable to secure a deal.

Unable to find other ways of financing themselves, they cancelled 9th Power and were left in need of a financial restructuring, making them to focus on outsourcing work. During an interview with the Portuguese magazine "Mega Score" in September 2005 the team said they planned to fully return to video games development after the end of a few outsourcing projects. Unfortunately that never actually happened.

Slowly the team fell apart and with the closure of the company, their members ended up creating or joining other companies, such as Ignite, RTS and Vortix.

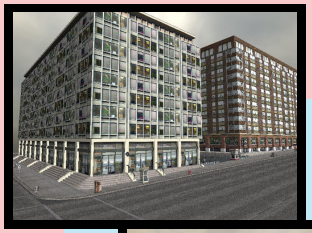
"Jump/Error@unseen64.net"

007 Racing

Not much know about this game.

9 Worlds

Not much know about this game.



The Ace Of Spade

Developer Ubisoft
Genre Action

The Ace of Spade is a cancelled action game that was in development by Ubisoft in 2004, for the Playstation 2. The team created an early playable prototype that was probably used for an internal pitch, but in the end the project was never finished for unknown reasons.

The game had a cover/fire system similar to the one used in Namco's Kill Switch and later in Gear of Wars.

" monokoma@unseen64.net"

Agent

Developer Rockstar San Diego, Angel Studios
Publisher Rockstar Games
Genre Action-adventure

Agent is a cancelled action sandbox style game that was in development in 2003 by Rockstar San Diego/Angel Studios, for the Playstation 2 and Xbox. There are not much info available on the project, as it was never officially announced, but one can assume that it was going to be somehow similar to the GTA series. In the end the game was never finished for unknown reasons, but it's possible that Rockstar San Diego had to shift resources to finish Red Dead Revolver. Only a few screens and a video from an ealry prototype/tech demo are found online to prove its existence.

Another project, also called Agent, was in development at Rockstar North for the Playstation 3, but it is not known if the two games are somehow related. Written on Wikipedia, Agent by Rockstar Nord would be set in the world of the late 1970s and it would *"take players on a paranoid journey into the world of counter-intelligence, espionage, and political assassinations"*.

"monokoma@unseen64.net"

Agent 9 / Prime 8

Developer Blue Tongue Entertainment
Publisher Vivendi Universal
Genre Action-adventure, Stealth

Agent 9 is a character from the Spyro The Dragon game series. It is a space monkey that first appeared in Spyro: Year of the Dragon for the original Playstation.

Sometimes in 2003/2004, Vivendi Universal wanted to use Agent 9 to be the protagonist of his own platform adventure game.

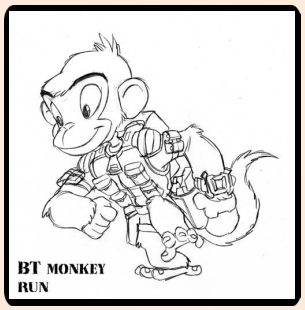
Vivendi asked to Blue Tongue Entertainment to create the initial concept for this new project, in which Agent 9 became a James-Bond-alike spy, but after a series of focus group with kids, they had to redesign the character to make him more "cool" to appeal more to the right audience. Agent 9 became Prime 8, with a more "hip" look and a gameplay that should have been similar to the Ratchet & Clank series. But even after this redesign, something went wrong during the development and Prime 8 was never released.

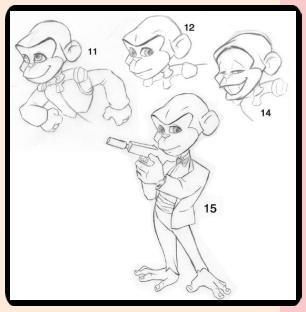
The Blue Tongue project was not the only Agent 9 in development. Another pitch was asked to Backbone Entertainment. Backbone created a series of concept designs more true to the original character (as seen in Spyro the Dragon). In the end there were at least 2 different "Agent 9" projects, but one can speculate that Vivendi Universal did not like any of them and these games were never finished.

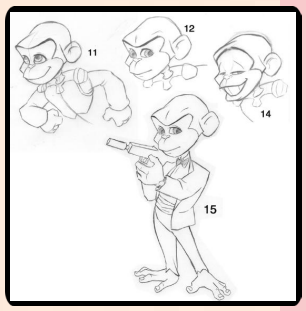
Clarity Jones from Backbone Entertainment wrote:

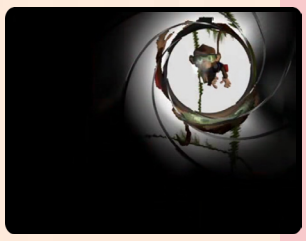
"Prime 8, which was a game we were developing as a spinoff of Spyro The Dragon, actually eventually became Death JR for the PSP. When Prime 8 was cancelled, we still kept messing around with the engine and eventually Death Jr was conceived."

"monokoma@unseen64.net"









Axel Rage

Developer Akella
Genre Action

"Russian developers Akella are working on Axel Rage for PlayStation 2 and PC, for the little known publisher 1C Company. The game stars Duke Nuke'em lookalike Axle, a respected member of the 'No Dice' motorbike gang. Trouble is brewing in Nailsdale – a post-apocalyptic city built on an artificial coastal sea platform – and so it's Axel's job to sort things out. Because he's hard and stuff. Viewed from a third person perspective, the developers promise a highly interactive experience. Nearly everything can be used as a weapon and items such as bottles and furniture can be broken for fun. Combat on the other hand comes in three flavours – armed, unarmed and astride your motobike, Road Rash style. The graphics engine is being supplied by RenderWare, so you can bet your bottom Nailsdale dollar that it'll look the part, even if the game's title is a cheesy one. It'll be out next year somewhen."

"Matt Gander@gamesasylum.com"

Area 51

Developer Midway Games West
Genre Action

Area 51 is a cancelled action/shooter planned for Playstation 2 and Xbox that was in development by Midway Games West in 2000/2001. It was meant to be a direct successor to Atari's 1995 light gun shooter which saw a re-release on PlayStation, PC and Saturn in the same year.

In 2003 Midway Games West closed down and only in 2005 Midway Studios Austin released a loose remake of the 1995 game and in 2007 another sequel called Blacksite: Area 51. One can assume that Area 51 2005 is a completely different project than the 2000-2001 one, as the development teams were different.

It's interesting to notice that in 1998-1999 Midway Games West also worked on Area 51: Grey Dawn, an unreleased arcade brawler that could have been re-used as a base to create the concept for their cancelled Area 51 for Xbox and PS2. The only video preserved from the 2000-2001 project looks infact a mix between a shooter and a traditional beat 'em up.

"unseen64.net"

American Pool II

Developer Phoenix Games
Publisher Phoenix Games
Planned release (eu) March 9, 2007
Genre Sports

This billiards game is listed many places as a released game, but it was most likely cancelled.

-- Or printed in microscopic releases.

Alone in the Dark 5

Developer Atari,
Infogrames Lyon House Studio
Genre Survival horror

Alone in the Dark 5 is the cancelled, fifth chapter in the cult-classic Alone in the Dark series that was in development by Atari/Infogrames Lyon House Studio in 2002, planned to be released on Playstation 2 and Xbox. One year after Alone in the Dark: The New Nightmare (developed by Darkworks) and six years before the Alone in the Dark 2008 reboot (developed by Eden Games), AitD 5 was in development directly by Infogrames Lyon as one of their major internal projects.

In early '00s Infogrames had already a few economic problems: in 2002 they had a loss of $67 million and things would only get worse during the following years. While Alone in the Dark 5 was never officially announced by Infogrames it could have been a successful game for them, bringing in some good sales. Unfortunately this never happened.

Alone in the Dark 5 was soon cancelled, possible because of quality issues or because the series and the classic survival horror genre were not as popular as before among players. The project could have been seen as a risk to complete in such an unstable market.

In 2003 Infogrames renamed all of its brands into Atari (after they bought out the name from Hasbro) and heavily re-organized the company and their projects. During the early '00s Infogrames canned many more interesting games, such as La Femme Nikita, Urban X-Tribe, Ghostbusters Academy, Riders and NetLife.

Only a few images from Alone in the Dark 5 are found on the net.

"monokoma@unseen64.net"

Alone in the Dark: The Abductions

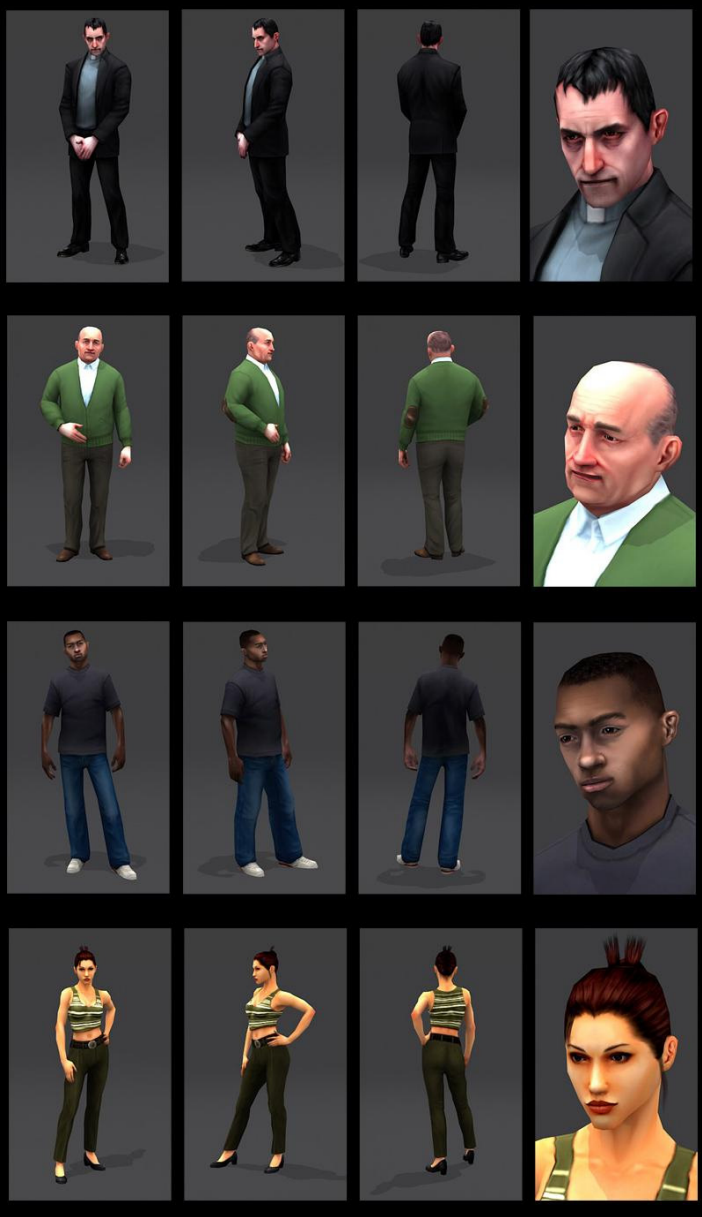
Developer Computer Artworks Studios
Publisher Infogrames
Genre Survival horror

Alone in the Dark: The Abductions is a cancelled video-game and former sequel to The New Nightmare.

This chapter of the series was in development in 2003, but it vanished when the studio closed down the same year.

This project was probably only in early stages before the cancellation, as it never got to be announced to the public.

" aloneinthedark.wikia.com "



Aquaman: Battle for Atlantis

Developer Lucky Chicken
Genre Action-adventure

Aquaman: Battle for Atlantis is a console game for Xbox and GameCube, based on the DC Comics character Aquaman. It is based on Peter David's controversial interpretation of the comic book character. The game is notable for its poor reception from players and critics.

A PS2 port of the game was to be released, but was later canceled due to poor sales from the GameCube and Xbox ports.

Battlestations: Midway

Developer Eidos Hungary
Genre Action, Real-time tactics

Battlestations: Midway is a action game released on January 30, 2007 for the Xbox 360 and Windows. A Mac version and apparently a PS2 version was in development, but eventually cancelled.

Set in the Pacific during World War II, it is a hybrid of action and real-time tactics as player s can both command their fleet assets and assume control of any one of them at will. The single player campaign is a series of missions from Pearl Harbor commanding an Elco PT Boat to the Battle of Midway commanding an entire Carrier Battle Group.

Avenida Dos Aliados

Developer Gamelords
Publisher Vivendi Universal
Genre Action-adventure, Stealth

Avenida Dos Aliados (named after a famous avenue in Portugal) is a small demo developed by Portuguese team Gamelords (later renamed Seed Studios), created as a pitch to potential investors for the development of a full open-world adventure game in the style of Grand Theft Auto, using the UEFA Euro 2004 football competition license.

Since Gamelords formed in 2000 they tried to impress publishers with their tech demos (Survivors, Room), to show off their skills and have a chance to develop their first, full game. Thanks to their efforts and great demos, in 2002 they managed to schedule three business meetings with different publishers, although only one of them (with Linha de Terra Studios) was successful.

As in 2004 the UEFA Euro 2004 football competition was to be held in Portugal, Linha de Terra Studios commissioned them this Avenida Dos Aliados demo to show it to different investors, trying to secure the Euro 2004 license with something more original than a classic soccer game.

Thanks to Linha de Terra Studios' investment, Gamelords worked on the demo for three months, improving their 3D engine, adding better animations, physics for vehicles and a new lighting system, among others details.

As the final version of this demo they had a faithful reproduction of Avenida dos Aliados (in Oporto, Portugal) in 3D, and just like in GTA it was possible to explore the avenue, get inside a car and drive around. This demo was quite detailed for its time, with several details adding to the realism such as pigeons that flew away when player passed by.

The Euro 2004 license was later bought by Electronic Arts to create one of their soccer games and as such, without the investment needed to keep on the development of a full game, the team had to cancel this project.

After the Avenida Dos Aliados demo Gamelords started working on "Holy War", another lost game.

The screenshots from the Avenida Dos Aliados demo was provided by one of the developers, Filipe Pina.

"Jump/Error@Videogame PT Blog!"

Baja Mania

Developer Broadsword Interactive
Publisher Conspiracy Entertainment
Genre Racing

Baja Mania is a racing game most likely cancelled. The game was originally developed for the PS2, and had a Wii release also set for release in 2007.

Players race across various racetracks. It is the companion to Baja Destruction. It is based upon the specialist racing series found in the Baja region of California. Reflecting this is the game's inclusion of three dune buggies (four wheels), three "cats" (six wheels) and three trucks (eight wheels). Each vehicle has 3 variants to represent the different teams with races of up to 15 competitors.

Backstage

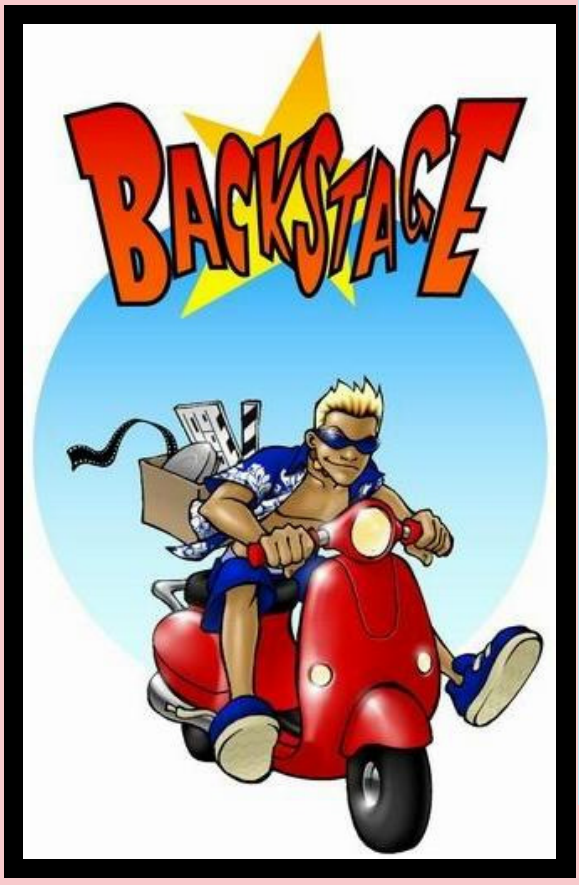
Developer Carapace
Publisher Wanadoo
Genre Racing

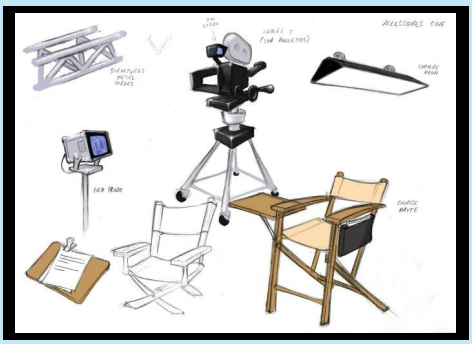
Backstage is a cancelled arcade racing game similar to Crazy Taxy, that was in development in 2003 by Carapace and it would have been published by Wanadoo.

The player would have start the game as Zack, a young and surf wearing bike messenger on a scooter. The action took place in a Los Angeles like city (its Studios, different districts and suburbs).

Zack is a kind of jack-of-all-trades, he had to accomplish such different jobs as deliveries, taxi, collections, races, track-races, and taking pictures. While doing this, Zack would have met different people who could have give him access to filming a movie.

For unknwon reasons the project was never released and a couple of years later Carapace closed down.





Battle Bots

Developer Warthog Games
Publisher THQ
Planned release 2002 /2003
Genre Action

BattleBots was a video game based on the television show of the same name, BattleBots, a robot combat game show. Developed by Warthog Games, it would have featured forty playable robots (both real and fictional) and twenty arenas. It was supposed to be released for the Nintendo GameCube and PlayStation 2 by THQ, but was ultimately cancelled, possibly due to the cancellation of the original show. The game was cancelled despite being at an advanced stage of development, as gameplay footage can be found online and the U.S. version of the GameCube version's cover art had an ESRB rating and the Nintendo Seal of Quality.

The game was first announced on the official BattleBots website on September 12, 2002, with a possible release in November 2002. However, the game was then postponed until early February 2003, before being delayed once again to May 2003. However, according to ex-Warthog Games employees in an interview with Retro Gamer, THQ decided to end the project. After that, there were no more mentions of the game on the website.

According to the back of the game's box, it was going to have three modes of play:

Tournament Mode: Compete against the robots from the TV show.

Arcade Mode: Unique hazards and power-ups.

Multi-Player (up to 4 players at a time).

It was also highlighted to have different camera angles, more accurate damage representation and play-by-play commentary with 20 different Arenas of Destruction.

40 robots and some fantasy robots were to be included in the game. So far, these robots are known based on screenshots, videos and descriptions on the box. Contrary to the TV show, where robots fought in their own weight classes, the game allowed robots from different weight classes to fight each other.

While the game went unreleased, prototypes of the game were made and sold on the official website for $150 and again for $299.98, with seemingly only one copy for sale. In May 2015, Team Nightmare Combat Robots were actually able to play the GameCube version. A screenshot exists of the aftermath, where hotel security caught them playing it on the hotel lobby's television. Despite all of these events, the game is still not online in any form.

"battlebots.wikia.com"
"lostmediawiki.com"

Bass Pro Shops Trophy Hunter 2007

Developer Jarhead Games
Publisher Vivendi Games
Planned release Q4 2006
Genre Sports

Bass Pro Shops: Trophy Hunter 2007 is a hunting game developed by Canadian studio Jarhead Games and released for the Xbox and PC on November 20, 2006. This was one of the final hunting games to be released for the Xbox. The game also had plans for the Xbox 360, PlayStation 2, Wii, and PlayStation Portable, but these versions were cancelled.

Bass Pro Trophy Fishing

Publisher VU Games
Planned release 2006
Genre Sports

Bass Pro Trophy Fishing is a Bass fishing game. The game was released on Xbox as Bass Pro Shops: Trophy Bass 2007.

Beam Breakers

Developer Similis
Publisher JoWooD Productions
Planned release 2002
Genre Racing

Beam Breakers is a racing game released in Windows. It takes place in the year 2173. It features flying cars in the city of New York.

Beam Breakers has five cities in 57-mission campaigns. The player has to dodge flying cars and avoid getting caught by the flying police cars.

Ecks vs. Sever

Genre First-person shooter

Ecks vs. Sever is a first-person shooter for the Game Boy Advance. Based on an early script of the film Ballistic: Ecks vs. Sever, it is the first video game developed and released before the film it is based on had begun production.

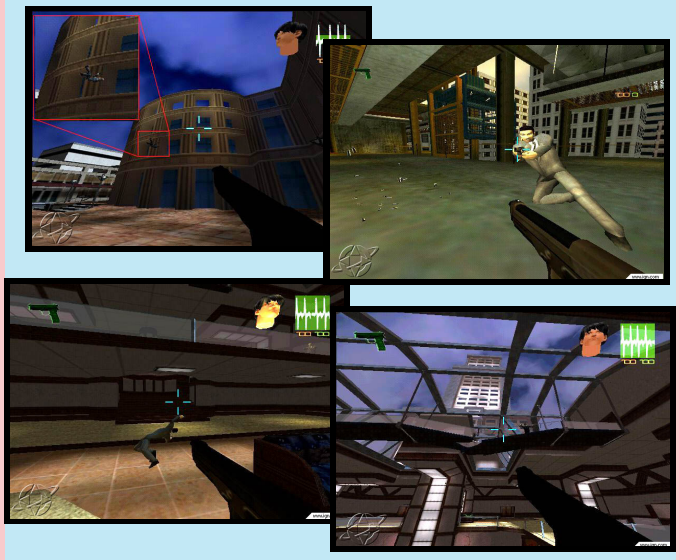
At the beginning of the game, players choose which character, Ecks or Sever, they wish to control. Both characters' plots intertwine and are given different level designs for each of their missions.

Ballistic: Ecks vs. Sever

Developer Zombie Studios
Publisher Bam! Entertainment
Planned release November 2002
Genre First-person shooter

Ballistic: Ecks vs. Sever is a first-person shooter for the Game Boy Advance. The game was based on a 2002 action film with the same name, starring Antonio Banderas and Lucy Liu, often listed among the worst movies ever made.

A PlayStation 2 version of Ecks vs. Sever was in development by Zombie Studios slated for release on November 2002. However, it was eventually cancelled.



Beast Wars

Supposedly, a Beast Wars PS2 game was in the works at some point. The game would have been based on the Transformers franchise. It would have been the third game in the Beast Wars series, but was scrapped in pre-production, without any official word as to why, or how far the project was before the plug was pulled.

Bratz: Formal Funk

Publisher Ubisoft
Planned release 2005
Genre Action-adventure, Music

Bratz: Formal Funk is a cancelled game in the Bratz franchise. It was in development for both PlayStation 2 and Gamecube. The game is another dress-up 'n' dance game. Players would pick a BRATZ girl and dress it up and play mini-games.

Bigfoot: Collision Course

Developer Destination Software
Publisher Zoo Games
Planned release 2008/09
Genre Racing

Bigfoot: Collision Course is a 4x4 racing game released for Windows, Nintendo DS and Wii which received negative reviews. There was scheduled releases for the game on all but the PS2 in North America and all but the PS2 and

Black & White

Developer Lionhead Studios
Planned release Q2 2001
Genre Simulation

Black & White is a god game developed by Lionhead Studios and published by Electronic Arts for Windows in 2001 and by Feral Interactive in 2002 for Mac OS. Black & White combines elements of artificial life and strategy. The player acts as a god whose goal is to defeat Nemesis, another god who wants to take over the world. A primary theme is the concept of good and evil, with the atmosphere being affected by the player's moral choices. The core gameplay mechanic of Black & White is the interaction between the player and an avatar creature, who carries out the players instructions and whose personality and behaviour change in reaction to how they are treated.

A PlayStation version was in development and scheduled for release in summer 2001, and a Dreamcast version in late 2001. Both were cancelled. PlayStation 2 and Xbox versions were due for release in 2002. Versions for the Game Boy Color and Game Boy Advance were proposed, but never materialised. A company called M4 was to have co-developed them alongside Lionhead, but Electronic Arts were not interested in the Game Boy versions. Molyneux stated that the Dreamcast version was cancelled because it was taking time to convert the game for the platform, and development had not progressed far enough for it to be worth continuing as interest in the platform was declining.

Black & White: Next Generation

Developer Lionhead Studios
Planned release 2003
Genre Simulation

Black & White: Next Generation is a cancelled video game for PS2 and Xbox. It would have been the sequel to Black & White released for Windows in 2001.

From E3 2002:

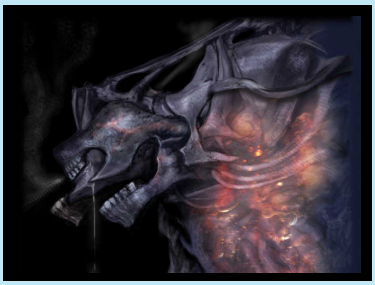
"The most fundamental change to Black & White is the direct control scheme. Instead of controlling a floating "hand of god" with the mouse and indirectly influencing a pet creature, in Black & White: Next Generation, players control the creature directly with the d-pad. All attention is focused on the creature. It's the creature that casts miraculous spells, impresses villagers, and engages in combat. Worshipping villagers still charge up the power source for godly miracles, but now villagers follow the creature around instead of worshipping at a central temple.

Followers glow red as they mill around the creature's feet, making it easy to tell them from regular villagers, who keep busy with day-to-day tasks like growing food and building homes. The more followers you have adding to your spellpower and combat ability (indicated by an onscreen power meter), the fewer are keeping your village healthy and growing. By holding down a button, you can call more villagers to gather around your creature, and a different button assigns them building and harvesting tasks. Molyneux likened the villagers to the Pikmin from Nintendo's quirky strategy game, and said that this console version of Black & White is even more of a cross between RPG and god game than we saw in the strategy and god-game emphasis of Black & White for PC.

The creatures were widely considered the most unique element of Black & White, and despite the direct control scheme, Lionhead has left the creature personality AI intact. The direct control scheme would make it particularly frustrating if the creature wandered off and disobeyed your orders as it's likely to do early in the PC game, so Lionhead has had to weave in the personality elements in less intrusive ways. Creatures still learn from players using a Tamagotchi-like punishment-and-reward system, but instead of complete disobedience, the bad behavior players will have to correct is more like the occasional trampling or eating of innocent villagers. Part of the original game's appeal came from trying out different types of creatures, from mighty bears and fierce tigers to smart apes and hardy turtles. But it's now easier to switch creatures later in the game, since now all changing creatures requires is a particular spell. Given that different creatures have varying abilities, there's incentive to change forms to best reflect the situation, but you also might just prefer one creature over another.

The game's graphics engine has been completely rebuilt for the needs of the PlayStation 2, but keeps the scalability seen in the original game. The view distance is practically infinite, because the game adapts the level of detail of objects in the world on the fly. Even when the camera following the creature looks out from the tallest peak on an island, you can see far out into the distance. Even with all this graphical detail, the simulation part of the game is still running, so you can make out villagers moving in distant settlements. While the textures and environments don't look as detailed as in the PC version, there are still some nice effects, notably a water rippling effect on the expansive ocean surrounding the island. A neat element of Black & White's engine is that the look of the creature changes to reflect your alignment toward good or evil, and this reflects the game's central emphasis on giving players the opportunity to play in different ways.

Black & White: Next Generation has been previously listed for both Xbox and PlayStation 2, but we only saw the PS2 version running. Lionhead wouldn't specify a release date, but confirmed that the game won't be out before next year."



Black Sun

Developer The Collective Studios
Genre Third-person shooter

Black Sun was a concept for a third person shooter/action game set in space, that was in development by The Collective Studios in 2003. When in 2005 The Collective merged with Backbone Entertainment, and BlackSun was cancelled. The game was cancelled for unknow reasons, but probably they did not find a publisher interested in the project.

"monokoma@unseen64.net"

Breaker

Developer Tecmo
Genre Action

Breaker is a cancelled online coop shooter that was in development by Tecmo for Playstation 2. Players would cooperate in a 4-man squad vs hordes of toothsome xenomorphs, with an arcade based weaponary set. The only footage released for the game was probably from a target render and Breaker soon vanished from Tecmo's release list, without any official reasons. One can speculate that PS2's online network was not popular enough to justify the investment in this kid of game.

"David Costa Mano and Ross Sillifan@unseen64"

Big Freakin Monsters

Developer 3DO
Genre Action

This is a cancelled game that was in development by 3DO for the Playstation 2, but not much info are available. From the few screens it seems that the gameplay was going to be similar to the Rampage series, in which players take control of gigantic monsters trying to survive against onslaughts of military forces. Each round is completed when a particular city is completely reduced to rubble.

"Hey Hey@unseen64"

The Big One

Developer Melbourne House
Publisher Atari
Planned release 2005
Genre Action-adventure

The Big One is a cancelled action adventure/open world sandbox game that was in development by Melbourne House for the Playstation 2 in 2004/2005. After releasing Transformers on the PS2, the same team got started working on Transformers 2, but after only a few months this sequel was canned. Atari was starting to go through its financial troubles, and as a result they sold the Transformers license back to Hasbro to gain some money.

As one can read on Wiki News, Bruno Bonnell, then-head of Infogrames/Atari, had an a idea for a game that involved natural disasters and aliens having weapons that could cause earthquakes. The project was given to Melbourne House to make, that started to brainstorm different game designs and gameplay around natural disasters, while the art team went ahead and built 'look-and-feel' concept arts for destructed environments. This new game was going to be based on the great Transformers 3D engine, so the coders started updating it where necessary.

After some thoughs, they decided that the game would have followed a number of different characters in the aftermath of "The Big One", the biggest earthquake to hit San Francisco. Similar to Raw Danger/Disaster Report 2, players would have been able to do different tasks depending on the character (one of which was a firefighter) and then the available area would open up and allow to freely explore the city (in a "Prince of Persia Sands of Time" style. to climb in and out of broken buildings) and to help more people (or leave them to die).

Melbourne House had an idea for a "karma system" based on the good/bad actions of the players and their interactions with the NPCs, but they did not have enough time to finish its design before the cancellation. The Big One would have included physics puzzles (for example players had to use crates and rocks to stabilise a tettering bus before rescuing the driver) and heavy use of fire, water and destruction-related effects (smoke, debris, etc).

The game had potential, but only an early prototype was done and the apartment level seen in a video released was just a tech/art demo that had gameplay forced on it for demonstration purpose. When Atari's Eden studio was working on Test Drive Unlimited for the Xbox 360 launch, Atari decided that to offset the risk of the launch title, they would have Melbourne House port TDU to PS2 and PSP, instead than to keep working on a tricky project as The Big One. TBO was cancelled and TDU PS2/PSP was the last game from Melbourne House before they were bought out by Krome Studios in 2006.

"TN@unseen64"

Bass Pro Trophy Fishing

Developer System 3
Genre Sports

California Games is a Sports game, developed by System 3, which was cancelled before it was released. The game was likely remake of the Commodore 64 game of the same name.

Classified: The Sentinel Crisis

Developer Torus Games
Genre First-person shooter

Classified: The Sentinel Crisis is a budget game for the Xbox. The PS2 version was planned, but was cancelled for unknown reasons.

The Xbox release generally received negative reviews. IGN gave it a 2.1 out of 10.

Call of Cthulhu: Dark Corners of the Earth

Developer Headfirst Productions
Publisher Bethesda Softworks
Genre Survival horror

Call of Cthulhu was released for the Xbox and Windows in 2005 and 2006. In development since 1999, the project was repeatedly delayed, going through several revisions and having some of its most ambitious and immersive features abandoned and the initially planned PlayStation 2 version cancelled.

The game is is based on the works of H. P. Lovecraft and combines an action-adventure game with a relatively realistic first-person shooter and elements of a stealth game.

Call of Cthulhu: Tainted Legacy

Developer Headfirst Productions
Publisher Bethesda Softworks
Genre Survival horror

Tainted Legacy was in development bt Headfirst Productions and was a H.P. Lovecraft-inspired game made which was to be released exclusively for the PS2.

Champion Sheep Rally

Developer Black Sheep Studio
Genre Racing

Champion Sheep Rally is a multiplayer, toon-styled sheep racing game, set on various locations. The game was released on Windows, but the Ps2 release was cancelled.

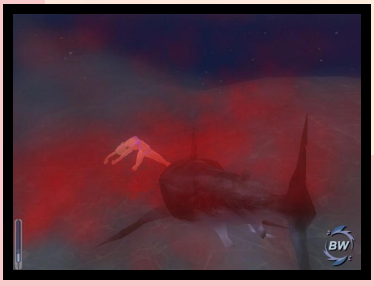
Bloody Waters: Terror from the Deep

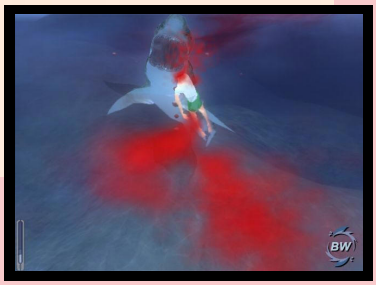
Developer Pineapple Interactive
Genre Action

Bloody Waters was in development by Pineapple Interactive before cancellation. The story revolves around a genetic researcher, Dr. Martin and the Crystal Waters science team, that has made a breakthrough in the manipulation of human and animal genomes. But a freak accident frees the subject of the group's animal tests: a great white shark. Determined to destroy the scientists that created it, the enhanced killer is quickly aided by a shark-worshiping cult and sets out on its quest to eat Dr. Martin and his entire staff.

Players take the roles of both the shark and the cult that helps it. Following a loose mission-based structure, the game is basically broken into two modes: land and sea. On land players can assume the role of the cult members solving puzzles to try and help the shark, while the sea mode lets players directly take control of the genetic subject known as 'Subject 5' and hunt down prey.

"ign.com"





Black9

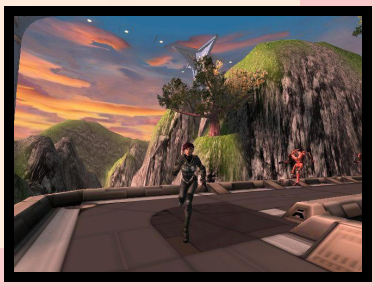
Developer Taldren
Publisher Majesco
Planned release 2004
Genre Third-person shooter

Black9 is a cancelled third-person action game. The game was in development for PlayStation 2, PC and Xbox, at Taldren, the studio that created the long-running Starfleet Command series.

The game is set in the year 2080 and would cast players as one of four freelance mercenaries working to make a living in an emerging interplanetary society. The game's title refers to nine Illuminati-like organizations that effectively control the world's political and economic flow. These organizations will represent a variety of different interests, from tech corporations to religious societies. The player-character will work out of a headquarters and take jobs from these nine groups, and the story of the game will see players changing allegiances quickly based on what they find out about their objectives and affiliations.

Black9 would have had heavy RPG elements, as the player-character would have four main attributes: strength, agility, dexterity, and constitution. Players would be able to gain and upgrade a large number of nanotech-based skills and abilities using the money they accumulate. The game would also feature full competitive and cooperative multiplayer modes, and the Xbox version would work with Xbox Live to accomplish this. The characters' appearances would also evolve over the course of the game, depending on the mission they're in. The PC and Xbox versions was planned to be released simultaneously sometime in October or November, and a PlayStation 2 version would appear sometime the next year.

"gamespot.com"



Cash on Delivery

Developer Argonaut Games

Cash on Delivery was a game in development for the Playstation 2 by Argonaut Games, but there are not much infos on the project. It's not clear what kind of game it was going to be, but from the few screens available it seems that it could have been some sort of racing game.

BIOHAZARD 4

Developer Capcom Production Studio 4
Publisher Capcom
Genre Survival horror, Third-person shooter

BIOHAZARD4(バイオハザード４)wasthenameof a cancelled entry to the Resident Evil series. It was later revamped and released as Devil May Cry in 2001.

According to Hideki Kamiya and some sources, the story was based on unravelling the mystery surrounding the protagonist Tony Redgrave and his twin brother Vergil, the sons of The Earl Spencer who have become superhumans through the use of the G-Virus. Tony maintains a human form, but possesses superior skills and intellect. The story was likely set in the future.

The story was to be focused on Mallet Island, home to an Umbrella facility.

Initially, the game would play out similar to the early installments of Resident Evil on the PlayStation, however as Kamiya felt the playable character did not look brave and heroic enough in battles from a fixed angle, he decided to drop the prerendered backgrounds from previous installments and instead opted for a dynamic camera system. The gameplay is assumed to be similar to that of the final product, Devil May Cry with the exclusion of sword fighting where in the original concept there were huge emphasis on guns. The released game still shares various similarities with the Resident Evil series.

First hinted at in early December 1999, Resident Evil 4, was a title that faced a considerably lengthy development time, during which no fewer than four different proposed versions of the game were ultimately to be discarded. It initially began development in 1998 with plans to be the very first Resident Evil title released on the then-upcoming PlayStation 2 console. Direction was led by Hideki Kamiya after producer Shinji Mikami requested him to create a new entry in the Resident Evil series, who returned to the director's seat soon after 1998's Resident Evil 2. The game's origins tied in with Kamiya's earlier attempt at BIOHAZARD 3, which was cancelled in mid-1998 in order to move to the PlayStation 2 and its plot abandoned.

It was later renamed BIOHAZARD 4 when Kazuhiro Aoyama's BIOHAZARD 1.9 [Working Title] was renamed as the third entry.

Around the turn of the millennium, Resident Evil 2 writer Noboru Sugimura created a scenario for the title, based on Kamiya's idea to make a "cool" and "stylish" action game. The story was based on unraveling the mystery surrounding the body of protagonist Tony, an invincible man with skills and an intellect exceeding that of normal people, with his superhuman abilities explained with biotechnology. As Kamiya felt the playable character did not look brave and heroic enough in battles from a fixed angle, he decided to drop the prerendered backgrounds from previous installments and instead opted for a dynamic camera system. This new direction required the team to make a trip to Europe, where they spent 11 days in the United Kingdom and Spain, to study Spanish architecture while photographing things like Gothic art statues, bricks, and stone pavements for use in Texture mapping. It was also at this point the first character designs were made.

Focusing on the use of action alongside the horror themes, though the developers tried to make the "coolness" theme fit into the world of Resident Evil, the direction that the project took was seen by other members at Studio 4 as being a progressively radical departure from the traditional Resident Evil concept of Survival Horror. Shinji Mikami felt it strayed too far from the series' survival horror roots and gradually convinced all of the staff members to make the game independent from it. After talks between Kamiya and Mikami, it was decided that the game should continue development but as a separate franchise, Kamiya eventually rewrote the story to be set in a world full of demons and changed the hero's name to Dante. The cast of characters remained largely identical to that in Sugimura's scenario, although the hero's mother and his father, the latter an early version of the Umbrella Corporation founder Lord Ozwell E. Spencer, were written out of the story. The game's new title was revealed as Devil May Cry, released for the PlayStation 2 in August 2001, resulting in its own franchise.

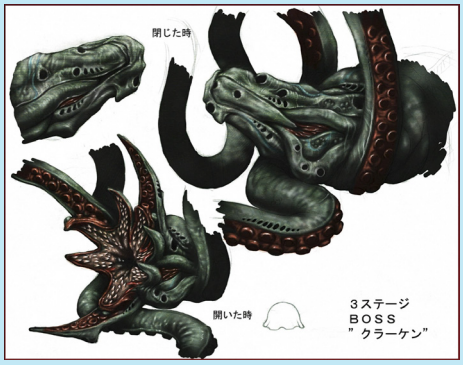
Some aspects of "Stylish" BIOHAZARD 4 did make their way into the release version of the game. For example, the Novistador enemy was based on Beelzebub. In keeping with the series tradition of naming B.O.W.s after mythological beings, this B.O.W. was an insectoid enemy named after "Ba'al Zebub", a derogatory term ancient Hebrews gave to the Philistine god Ba'al. Like the Novistadores, Beelzebubs appear have flying and non-flying variations. The idea of a cathedral and castle also appeared in "Stylish", which were later recycled into the "Castle" versions and made their way into the release version.

by: residentevil.fandom.com

Trish

Trish

Fish (tentative name)



Kraken boss

Kraken boss

Griffin Baby

Cannon Fodder 3D

Developer Picturehouse Software
Genre Action

Cannon Fodder 3D is a cancelled action game that was in development for the Playstation 2. After selling Sensible Software to Codemasters, Jon Hare ended up consulting on many of their development projects. One of which was the PS2 title Prince Naseem Boxing. Work on this title was performed in a satellite studio based in Hammersmith, London. However due to the commercial failure of this title, the studio was shut down.

A casualty of this was cancellation of a 3D update of Cannon Fodder, something that Hare had been working on for at least nine months. Hare did speak about how he was looking to expand on the whole theme of war and include gameplay not just set on the battlefield: *"I'd like to focus on the public's perceptions of war and warfare. There's many interesting things that go on behind the scenes with politicians"*.

In an interview with Eurogamer in late 2005, Jon confirmed that there was up to two years' work (on and off) put into a 3D update of Cannon Fodder: *"I designed Cannon Fodder 3 with Codies six years ago, development stopped and started three times and eventually it was seemingly permanently halted when the London studio was closed four years ago."* He then went on to add: *"Nothing would please me more than to see this project resurrected, it was very advanced in its structure and therefore would need little modernisation."*

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Campus

Developer Ubisoft Montreal
Genre Action

Campus was a game in development at Ubisoft Montreal for Playstation 2 and Xbox. Although there was never an official announcement, the game is said to have similarities with Rockstar's Bully. In 2005, Campus was canned after two years of development.

"U64 Staff@unseen64"

Boom TV

Developer Picturehouse Software
Genre Puzzle

In 2001, the British developer 'Picturehouse Software' (an internal studio of SCEE) started work on a puzzle game for PS2 called "Boom TV". The game was built around the idea that most buildings and environment objects were destroyable. After the game was cancelled in 2002, the studio resumed work on "Lemmings Forever", another unreleased PS2 game.

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Bulletproof Monk

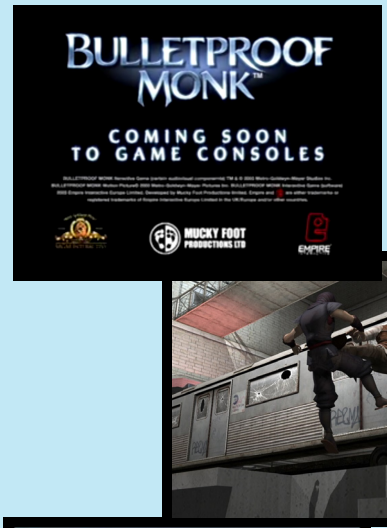
Developer Mucky Foot Productions
Publisher Empire Interactive
Genre Action-adventure

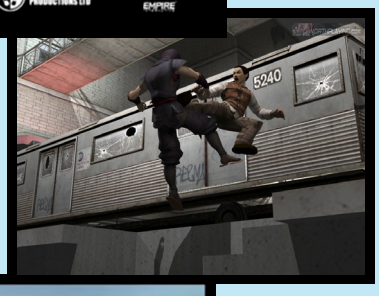
Bulletproof Monk is an action-adventure game based on the Yun-Fat Chow movie, Bulletproof Monk. It was developed by Mucky Foot Productions and published by Empire Interactive, which was cancelled before it was released. It was set to be released on PlayStation 2, Gamecube, PC and Xbox.

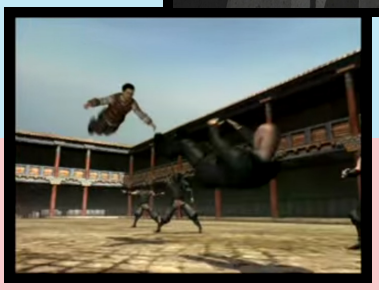
In an early interview Ian Higgins, CEO of Empire regarding the licensing deal said; *"Empire has shown, once again, that it continues to be at the edge of new concept genre gaming. We are delighted to have won the opportunity to work closely with MGM Interactive on this unique property and believe it will become one of the video game hits of 2003."*

Mucky Foot had made other games based on movies based on comics. Their other game was Blade II.

"ign.com"







Campfire

Developer Daydream Software
Genre Action

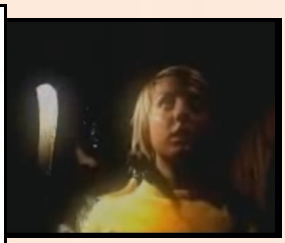
Campfire: Become Your Nightmare is a cancelled "reverse survival horror" that was in development in 2003 by Daydream Software, for the original Xbox and Playstation 2. The project was going to be an open ended action game, in which the player would had take the role of a serial killer, to massacre tourists and youngsters during their holydays in the woods.

The the official press release;

"What if you were the hunter instead of the hunted? What if your sole purpose in life was to cause misery, death, and pain to anyone and anything you encountered? Now you have your chance. So begins Daydream Software's brutal "reverse survival horror" game, Campfire. Based on contemporary slasher flicks, Campfire allows players to choose from four different serial killers (Vincent Voucher, Mac Douglas, Louis Winterstorm, and Mannie the Clown) so that they may use them to wreck havoc on the unsuspecting populace of an out of the way campground."

Campfire vanished without any official announcement, but it's possible that Daydream never found a publisher interested in the project.

"monokom@unseen64"



Capcom Fighting All-Stars

Developer Capcom
Publisher Capcom
Planned release 2003-2004 (limited beta test)
Genre Fighting

Capcom Fighting All-Stars: Code Holder was a 3D fighting game planned for the arcade and PlayStation 2 that was to be developed by Capcom. Like KOF: Maximum Impact, it was designed to translate a 2D fighting game series into 3D. This was done previously in the Street Fighter EX series, which Capcom co-produced with Arika. Capcom beta-tested the game, but after negative feedback from players and more months in development, the game was canceled in August 2003.

The life system was 3-tiered: if the player lost one tier, a break moment would occur and then the fight would resume, much like the life system in Vampire Savior. However the life system was also linked to the power bar: for each tier lost, a character gained an additional level in the Super Combo gauge (at full life, a character only has single-level super combo moves). Super arts were handled in three tiers, each super costing one, two, or three levels to use them.

Returning characters
Ryu *(Street Fighter)*
Chun-Li *(Street Fighter II)*
Akuma *(Super Street Fighter II Turbo)*
Alex *(Street Fighter III)*
Charlie *(Street Fighter Alpha)*
Mike Haggar *(Final Fight)*
Poison *(Final Fight)*
Batsu *(Rival Schools)*
Akira *(Rival Schools)*
Strider Hiryu *(Strider)*
Demitri Maximoff *(Darkstalkers: The Night Warriors)*
New characters
D.D. - “God of Thunder”
Rook - “Fallen Angel”
Ingrid - “Eternal Goddess”

The story revolve around a man called Death, who is running around Metro City with a bomb called Laughter Sun. Mike Haggar called all above mentioned fighters to beat Death and defuse the bomb. To disarm it, codes were needed to be input. D.D., Rook, and Ingrid were the Code Holders, they had the codes that would deactivate the bomb. D.D. was the leader, Ingrid & Rook were his teammates. Their codes were Ogre, Fallen Angel and Isis.

While the game never received an official release, the idea of Capcom’s own characters in a crossover game would instead be used in the 2D fighting game, Capcom Fighting Evolution; released in 2004.

An original character slated to debut in All-Stars, Ingrid, would later appear in Capcom Fighting Evolution/Jam for the PlayStation 2 and Arcades. Ingrid would also appear in Street Fighter Alpha 3 MAX for the PlayStation Portable.

Two unique ideas were used in the game. The first idea was a “break” during the matches. This was to present a logical representation for things happening between rounds. The second idea was the “finishing move,” a concept derived to be similar to that of the “Fatality” in Mortal Kombat. Neither idea has seen use in any subsequent Capcom games.

In 2017, Capcom published a pair of articles about the game on their Street Fighter V website revealing previously unpublished artwork and details for the game, including the identities of its two hidden characters Akuma and Dimitri and final boss.

Cel Damage 2

Developer Mucky Foot Productions
Publisher Empire Interactive
Genre Action-adventure

Cel Damage was a vehicular combat game developed by Pseudo Interactive and published by Electronic Arts for Xbox, Gamecube and PS2 as the European exclusive, Cel Damage: Overdrive. Prior to Overdrive's development, Pseudo originally intended to produce a sequel to the first game for PS2, Xbox and Gamecube simply titled 'Cel Damage 2'. It was pitched to EA, SEGA, Midway, Ubisoft and others, although none of them agreed to fund it; resulting in its cancellation. This was due to a number of different factors, including the poor sales performance of the original and concerns with its marketability, as well as a general lack of faith in viability of the car combat genre among publishers.

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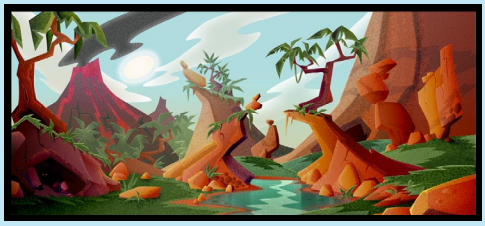


Carmageddon 4

Developer Visual Science
Publisher 2K Games / SCi
Genre Vehicle Destruction

Carmageddon 4 was being developed under the Eidos banner for PC, Xbox and Playstation 2. It was postponed indefinitely in 2005.

A financial report in 2003 revealed that Carmageddon 4 was in development. The developers were revealed to be Visual Science, who were also working on the Gizmondo's Carmageddon TV. The publishers were confirmed as Take-Two's newly formed 2K Games (although the same article named the developers as SCi).

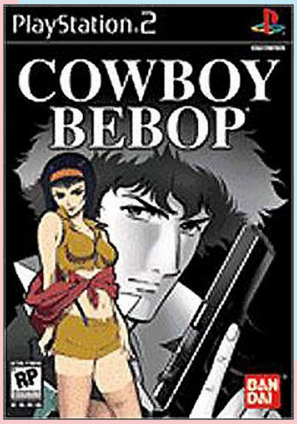
Little to no news was released about the game until late 2005, when publishers SCi put development on hold for unspecified reasons. The game had been canned, as no new press releases or information have surfaced since its postponement, and Eidos PLC moved on to focus on other projects.

No screenshots or videos were released, and no game assets have been leaked. The scant information that was released has been kept safe by Carmageddon fan sites and discussion boards, but the majority of discussions about it are pure speculation.

"carmageddon.fandom"

Cowboy Bebop

Developer Bandai
Genre Action-adventure
Serial number SLUS-20699



The game was released for PS2 as a Japan exclusive in 2005. The game was set for a North American release but was cancelled. The cover may be a mock-up, but it does have a US serial number.

Carrier 2: The Next Mutation

Developer Jaleco
Planned release 2001
Genre Survival horror

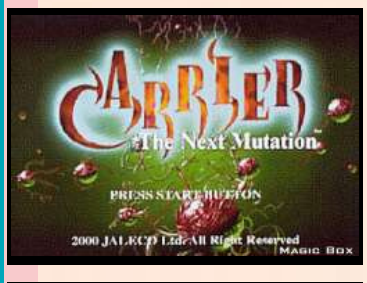
Carrier is a cult-classic survival-horror game developed for the A sequel, called Carrier: The Next Mutation was being developed for the Playstation 2. The game, being developed by Jaleco, was never released and was to be released in early 2001.

Like many survival- horror games at the time, Carrier had tank controls, and limited supplies found throughout the game. The game also used prerendered backgrounds. The game also supplied the player-character with a pair of special goggles: these goggles would be used to identify NPCs.

The story was similar to many survival- horror games at the time: it would follow two government agents inspecting an aircraft that got disconnecting from the mainland.

How much of the game that was completed was never official stated. Even though the predecessor had a place in many fans hearts, it would overshadow by games such as Resident Evil at the time. This is the reason many fans believe why this game was sadly cancelled.

Jaleco is now a dead company, the company was considered inactive since 2013. A name changed for the company occurred in 2006, and mostly produced japanese cellphone games. The parent company went bankrupt in 2014.

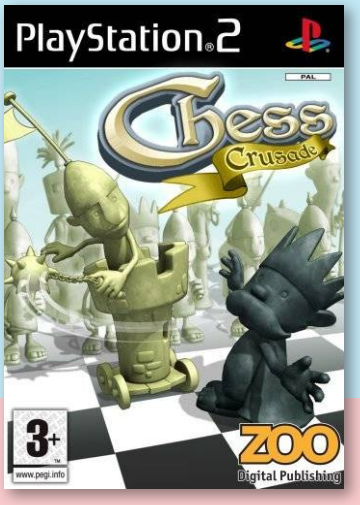


Chess Crusade

Developer Slam Games
Publisher Zoo Digital Publishing
Planned release (eu) September, 2008
Genre Board

Chess Crusade is a video game of the board game genre developed in 2008 by Slam Games. Chess Crusade follows the game of chess featuring animations between chess pieces, as these medieval themed characters confront each other on the chess board.

Chess Crusade was never released, and was re-tooled into “Chess Crusades” and released in 2010 for the iOS.



Clive Barker’s Undying

Developer EA Los Angeles
Release date Q3 2001-2002
Genre First-person shooter

Clive Barker’s Undying is a first-person shooter survival horror released for OS X and Windows. Noted horror author, the titular Clive Barker, was consulted in shaping the game’s plot and background lore and also provided the voice of Ambrose Covenant, a character in the game. The PS2 release was never released.

Charlie Brown's All-Stars

Developer FarSight Studios
Planned release 2007-2008
Genre Survival horror

Charlie Brown's All-Stars is a cancelled baseball game that was in development by FarSight Studios in 2007, for the PS2 and PSP.

The game was probably based around one of many prime-time animated TV specials about the popular comic strip Peanuts, by Charles M. Schulz.

Charlie Brown's All-Stars would have been published by Namco Bandai, as is stated in their official press release:

"The cast of Peanuts has come together in an entertaining and fun pick-up-and-play baseball game, Charlie Brown's All-Stars. Players can help Charlie Brown end his 900 game losing streak as they play baseball with an incredible cast of more than 30 Peanuts characters. Players can also take part in any of four Party Games, including batting, fielding and pitching contests, as well as a good ol' fashioned game of "Lucy Says." As players progress through the game they will have the chance to enjoy classic Peanuts storylines, artwork and unlock tons of bonus content including every baseball-related Peanuts comic strip. Charlie Brown's All-Stars steps up to the plate in Spring 2007. This title has not yet been concept approved by Sony Computer Entertainment America."

The game was canned due to FarSight who was overbooked with too many games and not enough staff. Charlie Brown's All-Stars was suppose to be developed in tandem with "Snoopy vs the Red Baron" and was going to share some assets from that. Red Baron turned out to be a good game, so it's a shame Charlie Browns All Stars didn't follow in its footsteps.

"unseen64.net"

ChopLifter

Developer Slam Games
Publisher Zoo Digital Publishing
Planned release (eu) September, 2008
Genre Board

ChopLifter: Crisis Shield is based on a 1982 Apple II game developed by Dan Gorlin titled Choplifter!. The original game is a 2D side scrolling shooter which saw players transporting civilians from scenes of war to safe spots.

The press release said that Xiact are adding *"every bell and whistle you could possibly want"* to this 3D remake. The helicopters on offer would range over civilian choppers and military machines, while missions include volcano and flood scenarios and a mountain top plane crash rescue. There was also changing weather conditions, including a tornado and thick snow that would hinder the visibility.

City of the Dead

Developer	Kuju Entertainment
Publisher	Hip Interactive
Planned release	March, 2006
Genre	First-person shooter

City of the Dead (also known as George A. Romero's City of the Dead and The Living Dead: City of the Dead) is a canceled first-person shooter, based on George A. Romero's Living Dead series of zombie films. The game was intended for release on the PlayStation 2, Xbox and PC platforms. Originally announced in December 2004, it was due for release in March 2006. No further details or announcements have been made about the game since its showing at E3 2005. It is presumed cancelled due to the financial constraints of publisher Hip Interactive.

City of the Dead was set on a fictional island called "Ningún Futuro" ("No Future" in Spanish). A zombie outbreak occurs on the island after a series of secret military tests on cadavers backfires.

Reports had said there would be no reference in the game to Dawn of the Dead (because the 2004 version ends with the survivors winding up in a zombie-ridden island), one of the more popular films in the Dead Series due to copyright issues with the MKR Group who hold the rights to the film.

Hip Interactive announced on December 15, 2004 that they had made an agreement with Living Dead Productions to produce a series of games based on Romero's films, with City of the Dead being the first to be developed and released. The company also expected to develop games based directly on the movies Night of the Living Dead and Dawn of the Dead.

Before the cancellation, it was announced that Tom Savini, make-up artist and regular actor in the Dead Series, would be providing the voice and likeness of a character in the game. The character would have been William "Red" McLean, a supporting character that later becomes playable himself.

Actual gameplay was shown at E3 2005 (but was not playable by those attending). Those that saw the presentation have commented that City of the Dead contained high levels of violence, blood and gore, to the point of excess.

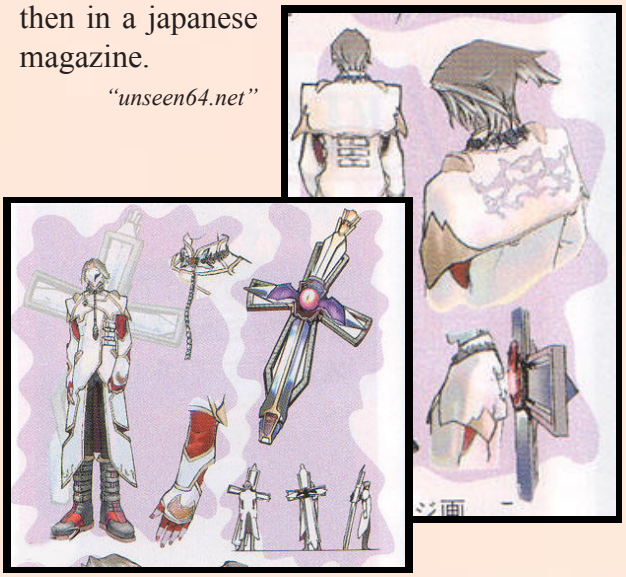
Code: Inferno

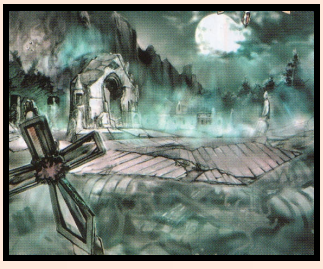
Developer From Software
Genre Role-playing

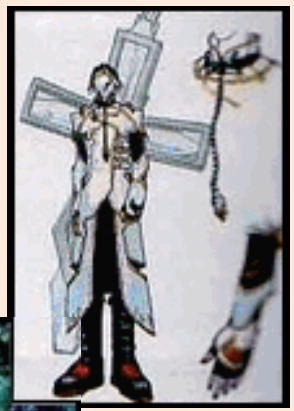
CODE:Inferno is a cancelled action RPG that was in development for the Playstation 2. In mid 2001 From Software announced its software lineup for all the major consoles of the time. Among the titles cited there were some that never seen a commercial release like Gold Star Mountain and Gaia Blade.

In CODE:Inferno, players assume the role of a masked warrior named White Demon, who wields a giant cross called the Holy Key as his weapon. Little else is known about this mysterious project but some artworks appeared back then in a japanese magazine.

"unseen64.net"





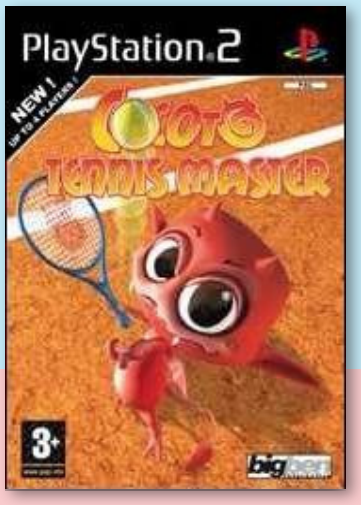


Cocoto Tennis Master

Developer Neko Entertainment
Publisher Bigben Interactive
Planned release (eu) 2006
Genre Sports

Cocoto Tennis Master was developed by Neko Entertainment and published by BigBen Interactive with an intended release for the PS2. The game is a tennis game based on Neko's Cocoto imp character, featuring 12 characters, 10 courts, and three modes of play; History, Tournament and Bonus Tournament.

The game may have had a small print run, but it was most likely cancelled, with maybe some review copies released.



Crystal Zone

Developer Culture Brain
Genre Action

Crystal Zone is an action game, published by Culture Brain, which was cancelled before it was released.

Contra Online

Developer Konami
Publisher Konami
Genre Third-person shooter

After the cancellation of Castlevania: Resurrection and the death of the Dreamcast, the same team at Konami of America pitched a few other projects for different consoles. One of these unrealized games was a new 3D Contra with online multiplayer, planned to be developed for PS2, Xbox and PC.

They wanted to have classic single player and local coop story mode for old-school fans of the series, but at the same time testing online multiplayer for the first time.

Story mode would have been divided into 3 worlds (Submarine, Mountain Trail and Underground Base): each one with several levels and Bosses. Past Contra protagonists could have been unlocked during the game, to be used as playable characters.

"unseen64.net"

D.i.R.T. - Origin of the Species

Developer Nu Generation Games
Genre Action-adventure

DiRT: Origin of the Species is a third-personal action-adventure with action elements released for Windows in 2006. The PS2 version was later cancelled.

The game is also known as: Origin of The Species, D1RT, DiRT: Origin of The Species, and Eva Cash: DiRT project.

The game plays like a typical third-person-shooter where player-character, Eva, travels throguh mostly linear levels in search for an exit. The game contained over 20 weapons.

Cool Boarders: Sold Out

Developer Idol Minds
Genre Sports

Cool Boarders: Sold Out is a cancelled game that was in development in 2002 for the PlayStation 2, by Idol Minds. The Cool Boarders series is a snow boarding racing simulator, that was initially developed by UEP Systems for the original PlayStation in 1996.

In terms of gameplay, Cool Boarders: Sold Out was probably going to be similar to the previous Cool Boarders games, but it's a different game than the japanese-only Cool Boarders: Code Alien.

Some 3D models from the game, created by Jason Stempel have been found. Tech. Notes on the Character Models:

"Concept Artist Jason Burch provided front and side orthogonal concept sketches and it was my responsibility to match the exact likeness of the illustration style and character silhouette."

"Each character was constructed for use during gameplay and IGCS so each had an articulated face with work, eyes, brow, mouth, jaw and hair joints and also articulated finger control."

"Modeling and texturing of each character ranged from 3-4 days"

"unseen64.net"

Cortex Chaos

Developer Vivendi Universal Games
Publisher Traveller's Tales Oxford Studio
Genre Action-platformer

Cortex Chaos was a spin-off game from the Crash Bandicoot franchise, that was in development at Traveller's Tales Oxford, but that was cancelled just after the early concept stage. The game is also know as "The All-New Cortex Show" and the player would have used Dr. Neo Cortex as the main character.

One of Twinsanity's main artists, Keith Webb (a.k.a. "Space Cat"), revealed some of his concepts to *crashmania.net* in 2006.

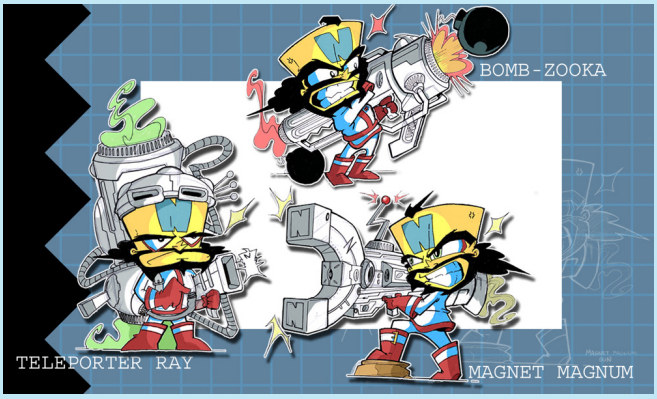
"The first proposal was based on the idea that Cortex had a series of little Clones (either humanoid or robotic). He would be able to control them to do several little tasks ... such as pick up and throw bombs, collect items, or line-up to create a bridge (bit like Pikmin in some respects I suppose)."

"The Second followed a Rockman/Mega-Man style idea. Cortex had been kicked out of the Evil Scientist league, because of his fratenising with the cretinous Crash Bandicoot (during Twinsanity). The new team of evil doctors, now led by N.Tropy were trying to get their revenge on Cortex for some reason or other, and so each of the levels were based around them (N.Trance/N.Tropy/N.Brio/N.Gin/N.Oxide) etc...and of course introducing new villains (Doctor N.Tombed (a huge egyptian mummy like pharoah; Doctor N.Tertain (a strangle clown like doctor) and Doctor N.Tangle (a doctor that had plants growing from him - I think?)...there were more also, but I don't remember them."

"The Third idea somehow had Nina involved more...and used the weapon upgrades. Can't remember much more about it."

"To be honest the final design would probably have incorporated all of the above ideas to create a gaming masterpiece of legendary status, but unfortunately Universal wanted to keep it on the backburner for a later date."

"crashmania.net"



Crank the Weasel

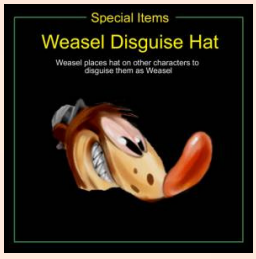
Developer Midway Games
Planned release 2003
Genre Action-platformer

Crank the Weasel is a mature cancelled platform / adventure game that was in development by Midway Games in 2002, for the Playstation 2 and Xbox. The game was shown back at E3 2002 and was scheduled for release in 2003.

The goal of Crank was to create chaos in the game's world, with lies, cheats and stealing loot from the other characters, to be able to get enough Big-Ticket-Items to fly to Pleasure Island. The game's look and feel were inspired by 1920's cartoon art style and authentic big band swing music, but with a humorous / mature twist, similar to Conker's Bad Fur Day.

Shared to the Assembler Games forum, Eric Browning – the lead artist in question – took to a post about the cancelled game promising to answer questions. According to Browning, the game was "pretty far along" in development, and he also shared some storyboard images that hadn't been seen by anyone.

"At the beginning of a game, each NPC possesses a preliminary set of "ideal" characteristics, meaning that they will go about their business, acting and functioning in an initially "composed" manner appropriate for their personality type. However, depending upon Weasel's player-controlled actions (as well as the independent actions of the NPCs), these "ideal" characteristics will soon begin to alter as they are manipulated in a vast variety of ways that can either benefit or work against the player, and often provide surprising results. NPCs, while going about their business, will even change their own behavior to suit their immediate needs even if Weasel does not interact with them, resulting in amusing and varied gameplay. Basically, each playfield would naturally evolve on it's own, Weasel just happens to throw a huge wrench into the equation."



An example of the weird scenarios that the player would have been able to explore in the game, is the Hell level:.

"While floating along the River Styx, Weasel can hear the merry tune of Jingle Bells echoing throughout the fiery pits of hell, snow is drifting, trees are decorated, lights are hung, and all the little devils want to wish Weasel a "Merry Christmas!" Gnarled and twisting tree roots wrap and wind from above and all throughout this town of torment. Little demons drive their little demon cars, walk their demon dogs, and mow their demon lawns in front of their little demon houses. Elevators transport a nonstop supply of unrighteous heathens to the hoary underworld to suffer an abundance of dreadful eternities. Weasel will be glad to know that there are hundreds of take out restaurants in hell… unfortunately they're all Chinese take out, and the only available places of business are either the Department of Motor Vehicles, the Internal Revenue Service, Hellth Food stores, Social Security Departments, jury duty registration, or fabric stores. But on the bright side, there's plenty of flashy advertising for products and places that these sinners will never have a chance to enjoy."

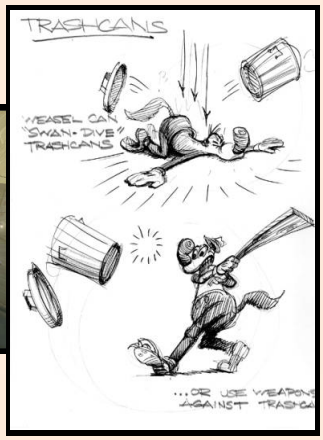
"How far along it was is hard to nail down since Midway decided to do an 11th hour redesign on it. The higher ups had a really hard time with any game that wasn't in an already existing genre (this was the studio that turned Tony Hawk away- literally the man himself- because no one wants a "skateboard game"). I've come to peace with that- it's easy to make risky game design choices when it's not your $$$. There were a number of levels built, and a lot of gameplay roughed in. When Midway brought in an outside designer to make the game basically another mascot character platformer, the light went out on our team. It was canceled soon after."

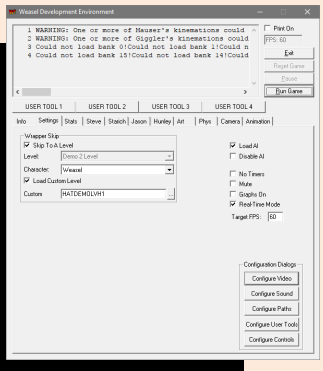
Browning released the actual demo files and assets of the game, allowing people to get their hands on it for the very first time. Judging from the posts on *assemblergames.com*, it seems like the demo is able to run with sound, music, and widescreen mode enabled. Sadly, there doesn't seem much to actually do.

Crank the Weasel was officially cancelled in 2003, as can be read at IGN Xbox:

"That game will never come out," said our source from the innards at Midway. "It just never seemed to take off and all I can tell you is that you're not going to see it again."

"assemblergames.com"





Croc 3: Stone of the Gobbos

Publisher Zenimax
Genre Action-platformer

Croc 3: Stone of the Gobbos is a video game sequel to Argonaut Software's Croc series alleged to be in development from 2001 to 2005 when Argonaut was dissolved and the rights to the series was given to Zenimax, instead of Jez San, who still has the rights to the series as of 2019.

The development of the game is only a rumour, but most likely a hoax. Whatever the case, it is still a fun chapter of the video game history.

This is the original post that started it all:

The original Croc is a platform game published by Fox Interactive and developed by Argonaut Software (also known as Argonaut Games) in 1997 for the PlayStation and Sega Saturn. A sequel, Croc 2, was released in 1999 but the third chapter of the series was never released, even if development was started. The game was called Croc 3: Stone of the Gobbos (also known as Croc 3: Barons Revenge and Croc 3: Croc Returns! during development). It was to launch on Playstation 2, Gamecube and Xbox in 2005. The game would of been a direct sequel to the events of Croc 2, and would feature 2 player on all 3 platforms. In this game, Croc was to yet again, be faced with stopping Baron Dante and saving the Gobbos. However this time Dante has a spell that is not able to be stopped unless Croc finds the Sacred "Stone of the Gobbos".

Sadly after Argonaut Software closed in 2004, the IP for Croc was sold to Zenimax Media Inc, and Zenimax Media had Mud Duck Productions continue development of Croc 3: Stone Of The Gobbos. However, the game was cancelled after trouble with the developer and thus, ended the Croc Franchise.

The world shown in the render below is the Croc 3 castle hub. In Croc 3, rather than the former games, Argonaut Software were using Full Explorable Hub Worlds sorta like Spyro The Dragon. This way it was more easy for younger kids to play the game. Some of the Croc 3 inspiration was coming from Spyro Year Of The Dragon (One of the biggest being hub worlds with portals).

Croc 3 started development in the summer of 2001. Argonaut Software had split into three teams to work on their big games, Malice (Which started development in the 90`s but later bumped dev up to PS2), other small projects (like Carve), and Croc 3. Croc 3 was having trouble finding a publisher. They had contacted Fox, and they wanted no part of Croc 3 due to the sales of Croc 2. Argonaut then contacted EA and they said they would publish it, but their fees were too high. The Publisher they stuck with was Activision, who said they would publish it and help Argonaut work around their budget. With a team of only 10 people working on the project, Croc 3 went through many changes.

First it was in development for Dreamcast, Playstation, Playstation 2, Xbox, Gamecube and PC, however with the failing sales of Dreamcast (And due to Croc 2 never appearing on sega), Argonaut stopped working on the Dreamcast version and focused more on the Playstation, PS2, Xbox and GameCube versions. They later cancelled the Windows version as well.

The next problem Argonaut ran into was the voice actor for croc had no wish to return to the role. So they would need to recast. The engine they were developing on was an unstable version of their in house engine, BRender, which also powered Malice and a couple of other Argonaut games. This version was a new updated one exclusive to Croc 3 to allow for certain things to try to push the 4 consoles to their limits.

What started to take more time was the Playstation version. This was due to the fact that Argonaut were using croc 1/2 version of BRender because BRender for Croc 3 was not compatible on Playstation 1 due to the "Next- Gen" graphics. The new console versions would feature top of the line graphics developed in house to push them to their limits, while the Playstation version was simply the same graphics as croc 2. The reason Argonaut were insisting to release Croc 3 on Playstation was to keep the trilogy in line with each other on Playstation. The series was always planned as a trilogy and the third was supposed to be the final one.

Croc 3 on PS2, GameCube and Xbox would of been 2 player. Player 1 was Croc, and player 2 was a new crocodile named Ginger, who was a love interest to croc. (Kinda like a Amy/Sonic relationship). To appease players who hated multiplayer, Ginger would only appear in the story IF you were in 2 player. If not, she would disappear. As for the soundtrack, Justin Scharvona from croc 1, who composed the C1 soundtrack would make a return to compose it in this game.

Thanks to former Argonaut Employees from the Croc 3 Team for the contribution!

It was later confirmed on *Unseen64.net* that the information provided regarding the alleged cancelled Croc 3 was fake as numerous instances such as the claim that the game was cancelled due to Zenimax Media Inc. owning the Croc IP. This was later proven to be false when developer, "Story Box" revealed that they had been in contact with Jez San (co-producer of the original games), who claimed that he still owned the Croc IP as the developers had intended to include Croc in an upcoming title.

An Unseen64 user, OldClassicGamer, later revealed that he had contacted Bethesda Works, a subsidiary of Zenimax Media. In that email it was confirmed that Zenimax did not own the Croc IP, disproving the claim made that a build for the game would've been leaked if it wasn't for Zenimax (in the developer's statement), being a *"strong cease and desist type of company"*.

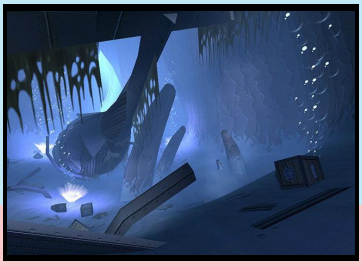
Disney's Atlantis

Developer Ubisoft Canada

Atlantis is a prototype for a game based on the Disney film of the same name, that was worked on by Ubisoft Canada in 2000/2001.

While some Atlantis games were released for the GBA, PlayStation and Windows, a PS2 version was never published. Ubisoft may have tried to pitch their demo to Disney, who, for some reasons, decided to not give the permission to use the Atlantis license for a Playstation 2 project.

"unseen64.net"



Crushed Baseball 2004

Developer Amaze Entertainment
Publisher Bam! Entertainment
Planned release March, 2003
Genre Sports

Crushed Baseball 2004 is a cancelled Baseball game that was in development by Amaze Entertainment for the Playstation 2 and GameCube, that would have been published by Bam! Entertainment. It was meant to be an over-the-top arcade game (similar to Sega Soccer Slam), featuring crazy characters (like a human-shark) with superhuman abilities.

The GameSpot preview:

"Special powers, known as mojo abilities in the game, will include pitches that slice through the hitter's bat like a buzz saw, batters hitting the ball so that it lodges itself in the ground and can't be picked up, and fielders using suction gloves to ensure that they don't miss a catch."

"Many of the mojo abilities in the game will have to be earned during matches played in one of the game's fully interactive ballparks. For example, at the Karate Dojo stadium, players who hit a gong with the ball will be rewarded with a new ability, as will players who manage to smash a stained-glass window in the centerfield wall of one of the other stadiums."

Originally announced in october 2002, Crushed Baseball was scheduled for release in March 2003, but it was later cancelled, probably because of the publisher's economic problems. In 2004 BAM! Entertainment was delisted from NASDAQ and continuing financial troubles made it impossible for them to publish any new games.

A GameBoy Advanced version of Crushed Baseball was developed by Griptonite Games and published in September 2004 by Summitsoft Entertainment.

"unseen64.net"

James Cameron's Dark Angel

Developer Bandai
Genre Action-adventure
Serial number SLPS-20189

The game was released for PS2 in Europe and North America 2005. The game was scheduled for a Japan release. The game received a NTSC-J serial number before it was cancelled.

Destroy All Humans! Big Willy Unleashed

Developer Locomotive Games
Genre Action-adventure

Destroy All Humans! Big Willy Unleashed is an action-adventure developed by Locomotive Games and published by THQ for the Wii. The PS2 version was originally going to be released alongside the Wii, but was ultimately canceled because of budget cuts. A PSP version was also canceled, due to "control issues" involved with translating the Wii version's controls to the port.

Dirty Work

Developer Ubisoft Montreal

Dirty Work was a prototype made by Ubisoft Montreal. Development of this sandbox-styled game was started after Splinter Cell: Chaos Theory in 2005. The game would feature a a GTA-style city with chase and fight sequences.

Dead Rush

Developer Treyarch
Publisher Activision
Planned release 2005
Genre Racing

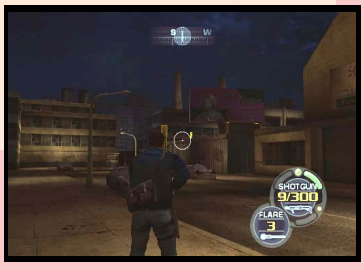
Dead Rush is a cancelled video game that was designed by Treyarch and would have been published by Activision for the PS2, GameCube and Xbox.

The game would have taken place in the town of Eastport where a massive earthquake has destroyed most of humanity. As Jake, a character suffering from memory loss, the player's job was to try to find out exactly what happened in Eastport, which is now overflowing with zombies.

The game's main claim to fame was the fact that as Jake, players could operate one of several vehicles scattered around town. Not only would this provide the player with a means of transportation but it would also serve as armour of sorts. The zombies in Eastport would try to wreck whatever car Jake was driving. The player could create new vehicles out of parts of previously demolished cars. A female mechanic could also put new parts and items on cars that would be more powerful.

The game would have featured few load times, as after an initial boot up the game would never pause to load data from the disc again.

The game was announced at E3 2004 and set to be released in 2005. It was cancelled shortly thereafter. An E3 preview in Nintendo Power magazine dubbed the gameplay "Grand Theft Undead", while Official UK PlayStation 2 Magazine called it "Grand Theft Evil".



Deadlands

Developer Headfirst Productions
Genre Action-adventure

Deadlands is a cancelled game that was in development at Headfirst Productions, the makers of the Call of Cthulhu game.

Deadlands was based on a "pen and paper" PRG of the same name, set in alternate history which combines the Western, Horror and Steampunk genres.

The game was meant to be an action-adventure with RPG elements. The game was originally based on zombies in the western era but when it was scrapped, rumors says that the exact engine was used in a later project, like GUN (released for the Windows, Xbox, PS2, GameCube and Xbox360.

A playable proto of this game (a single level tech-demo) was leaked in 2006.

"unseen64.net"

Daredevil: The Man Without Fear

Developer 5,000 Ft.
Publisher Encore
Planned release February 2003 / Summer 2003
Genre Beat 'em-up

Daredevil (also known as Daredevil: The Man Without Fear in its last year of development as a nod to the Frank Miller comic of the same name) is a cancelled 2003 third-person beat 'em up action game based on the Marvel superhero comic book series of the same name that was developed by 5,000 Ft. and was to be published by Encore, Inc for the PlayStation 2, Xbox and Windows.

After a troubled development history, the game was cancelled before it was released.

The game's plot was an original story partly inspired by the comic book story Elektra Lives Again, as it would start off with claims that Daredevil's arch-enemy, The Kingpin, has been assassinated. His apparent assassination causes a war to erupt among the gangs of Hell's Kitchen as they compete for a turn in power of the city and leads to a resurrected Elektra being blamed for being The Kingpin's assassin.

Before Matt Murdock can suit up as Daredevil, his close friend and business partner, Foggy Nelson, is kidnapped. He soon then teams up with Elektra to rescue Foggy and try to stop the high rate of crimes that developed in Hell's Kitchen following The Kingpin's mysterious murder.

The game's development started when the small-team developer 5,000 Ft. wanting to make their own game after helping 3DO port their Army Men series to the PlayStation. They established a working relationship with the publishing group Encore, Inc., which purchased a few properties from Marvel to use in video games such as Captain America and Daredevil.

The game originally started life as a low-budget PlayStation 2 title that would have been a series of vignettes celebrating Daredevil's most important moments that won both Encore and Marvel's approval. But after 5,000 Ft.'s president Tim Page was contacted by a friend of his at Sony Pictures that 20th Century Fox and Regency Pictures were releasing the then-upcoming Daredevil film on February 14, 2003, it was decided that the game's budget would become much bigger as well as coincide with the premiere of the film and the game would evolve to become an open-world action game that would also be released on the Xbox and PC.

As 5,000 Ft. was a third-party developer, they were required to meet with Sony and Microsoft's product evaluation boards. Sony demanded to add several things to the game, such as a beat 'em up combat system and a grinding mechanic inspired by the Tony Hawk's Pro Skater series, while Microsoft had a laid-back approach, allowing the developers to do what they wanted. Both Sony and Marvel had several creative disagreements on what the game's direction should be, with Marvel wanting a game faithful to their property while Sony wanted a game with experimental gameplay mechanics.

Despite the tensions between Marvel and Sony, development of the game ran smoothly for the first few months until the introduction of new workers hired to create an engine from an external source like Criterion Software's RenderWare engine that powered several popular open-world games at the time. However, Encore didn't want to pay

the fees to use the engine, so the engineering team decided to use the base of RenderWare's technology to create their own engine in the process, which proved to not work well with the "Shadow World" (which Daredevil uses to locate and sense fear into his enemies) and Billyclub mechanics that the developers worked to create.

The game was then reworked into being a linear third-person brawler after 5,000 Ft. decided to cut out the open world altogether. As the studio's internal strife continued (including drug-abuse allegations), the developers missed their goal of February 2003 and the game's release date was delayed to Summer 2003.

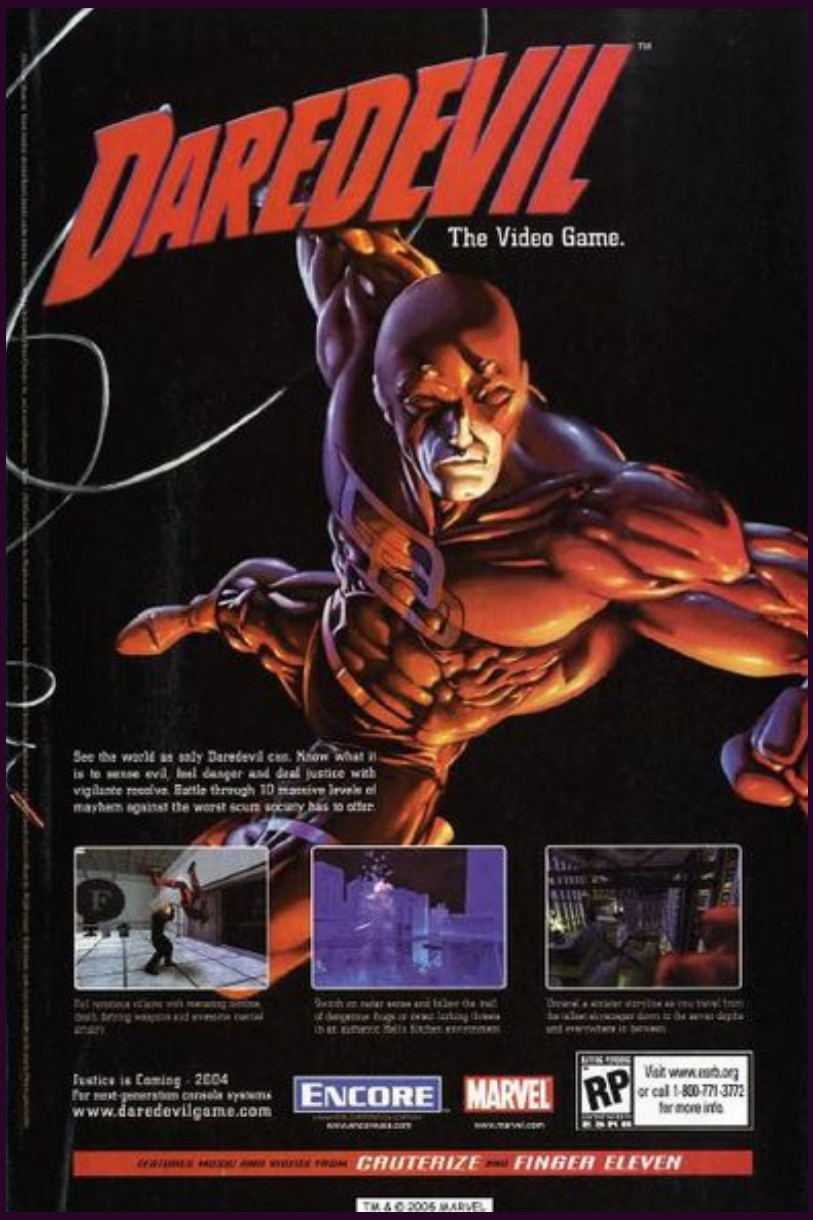
Despite the game being nearly finished, several of the staff at 5,000 Ft. chose to leave and Marvel refused to approve the game because they felt that 5,000 Ft. fell too much into Sony's ideas for the game.

No prototypes of the game have ever been released to the public and it's unknown if any former workers at 5,000 Ft. (the company ceased operations in 2012) have a copy of this game.

"lostmediawiki.com"

The IGN preview summary:

"Encore is bringing Marvel's Man Without Fear to consoles for the first time. Players slip into the role of the lead character and set out on a mission to find his kidnapped friend, Foggy. As players explore more than 22 stages based on locations from the comic book, they slowly uncover the connection between the appearance of Elektra, his ex-lover, and the murder of Kingpin, the notorious leader of New York's crime syndicate. Daredevil can use unique weapons, like his radar sense, billy club, and a grapple hook. In addition to a set storyline, randomized crimes that occur throughout Hell's Kitchen keep things fresh and unpredictable."



Deadlight

Developer Blue 52
Genre First-person shooter

Deadlight was a short lived game concept made up as an attempt to save Blue 52 in its final months. It was based upon the Stolen engine but designed specifically to take advantage of the unique, at that time, dynamically lit rendering engine for PS2.

The game was set on the SS Hyperion that the player mysteriously comes across after getting stranded at sea.

The main mechanic of the game was that different coloured lights scared different creatures and that all creatures were scared by "deadlight". The aim was to use the streaming system such that the game would stream from disk and would require no level loads throughout the entire game.

At One Bit Beyond, the personal blog of Jonathan Biddle (former Blue 52 lead designer), wrote an article about the development of Deadlight:

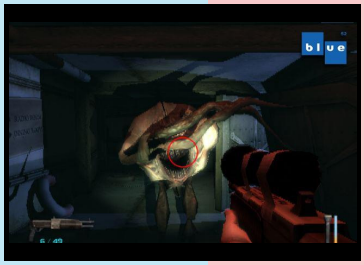
"Aside from the bioluminescence and susceptibility to light, we were also keen on the concept of an ecology having formed on the SS Hyperion. This would mean a hierarchy, essentially a food chain, of different species hunting or hiding from each other. The strategy for the player would be to learn which species formed which part of the food chain and exploit it. […]

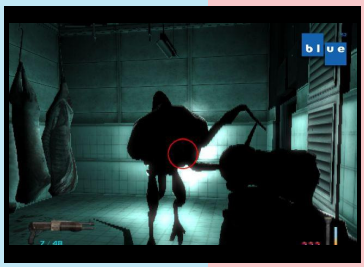
Amazingly, this took 13 people only six weeks, starting totally from scratch. While it wasn't 100% successful at demonstrating our mechanics, we had created a compelling, playable demonstration of what Deadlight could be. […]

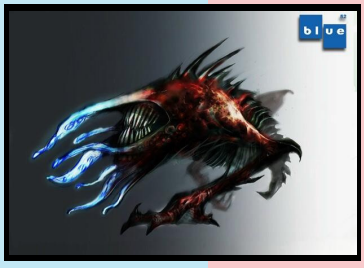
While there was always a lot of interest from publishers, Deadlight was never to be. Because Blue52 had had two games cancelled – although through no fault of their own […] – it meant that the company hadn't shipped a game for nearly four years, and were deemed to be a high risk investment.

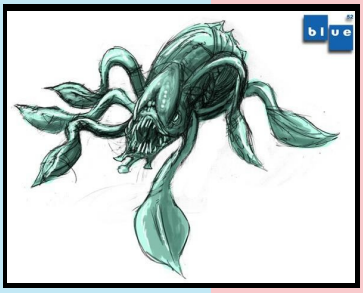
With the death of Blue52, we tried to reposition Deadlight on PSP with the newly formed Curve Studios. We got extremely close with one publisher, even getting as far as flying to the US to sign an agreement, only for them to change their mind while we were en route!"

"unseen64.net"









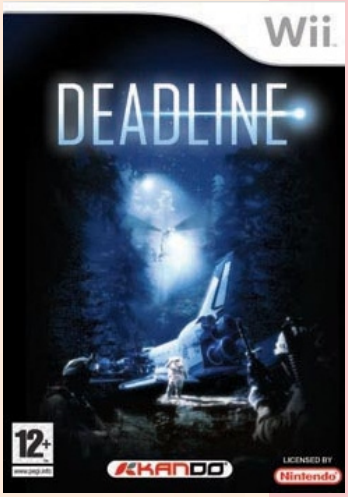
Deadline

Developer Kando Games
Genre First-person shooter / Action-adventure

Deadline was in development by Kando Games, initially for Playstation 2 as an action game inspired by Metal Gear Solid and later for Wii as a FPS inspired by Half Life 2. The team was founded in 2003 by former Darkworks developers, and in about 5 years of existence they released Rebel Raiders: Operation Nighthawk (Wii, PS2, PC) and Touch Mechanic (DS).

Deadline was one of the first projects they pitched to publishers in 2003 / 2004. It is unclear if they ever found a publisher interested in the game

The game was set to be shown at E3 2004, but it is not known if they previewed the game. Kando Game's first released game was Rebel Raiders in 2006 and only in late 2007 Deadline reappeared again, this time as a first person shooter announced for Wii.



Kando Games only released a few screenshots for the Wii version of Deadline, but by looking at those gamers noticed it was quite similar to Half Life 2. Deadline Wii also vanished soon after its initial announcement and was never shown again before its cancellation.

As of November 2017 Kando Games' website is still online, listing Deadline, another cancelled Wii project titled "Symphonic Orchestra" and an unreleased flying combat sim for PS2 and PC titled "Les Chevaliers du Ciel". Their latest game was published almost 9 years ago, so one can assume the studio doesn't exist anymore or they only work as support for other companies.

"unseen64.net"

Dungeons & Dragons: Heroes

Developer Atari Hunt Valley
Genre Hack and slash

This is a hack and slash video game with RPG elements released for Xbox in 2003. It is set in the Dungeons & Dragons universe where players take on the role of four heroes.

The game was set for a PS2 release, but this was never released.

EA Supercross 2002

Developer Electronic Arts
Publisher Electronic Arts
Genre Racing

This was a racing game that was in development for the PS2.

Dealer: Chronic, Pills & Coke

Developer Nagual Games
Genre Third-person shooter

Dealer: Chronic, Pills & Coke is a cancelled action game / third person shooter that was in development by Nagual Games in 2004, for PS2, Xbox and Windows.

The press release;

"DEALER - Chronic, Pills & Coke is a third-person action shooter set in a huge metropolis, with a lot of driving and shooting, run on a GTA-type game course, in which the player plays the role of a drug dealer."

The main object of Dealer was to build up a prosperous, illegal distribution network with one of the four characters available: the player had to expand the business by buying a drug lab, a cellar to grow mushrooms or even a marijuana plantation. The extra money were used to buy extraordinary cars, weapons , whore houses and luxurious properties.

Some of the unseen features:

"- Drugs, weapons, and sex – unpredictable and explicit story + free game course;
- Prevention – the game demonstrates the effects, traps and dangers of various drugs;
- Adult content – Night clubs, junkie prostitutes and sexy women;
- Completely lifelike, enormous and elaborate city (Ghetto, Harbor, Downtown, Beach, Suburbs, Hills, Luxury seashore etc.)
- Different drugs – different effects (Depending on the type of drug and consumption and use: morphed tracks, +/- health, speeding up/slowing down time, +/- susceptibility to injuries, freshness/tiredness, bent walking, falling asleep, addiction etc. – even lethal overdose).
- 60 different NPCs;
- 40 different controllable vehicles, controlled by AI;
- 20 complex missions from the storyline +10 hidden or optional missions;
- Multi-play
- 40+ hours game play"

The game was developed on the BioGraphic Inc. Gamebryo engine, a 3D-game engine used for other titles as "Morrowind", "Dark Age of Camelot" "Axis & Allies", but there are no in-game screenshots from Dealer: Chronic, Pills & Coke preserved yet, only few artworks.

This game was cancelled, in part because its developers refused to compromise on the explicit sexual content it planned on featuring as part of the storyline and character development of the game

"unseen64.net"

Dexter's Laboratory Robot Rumble

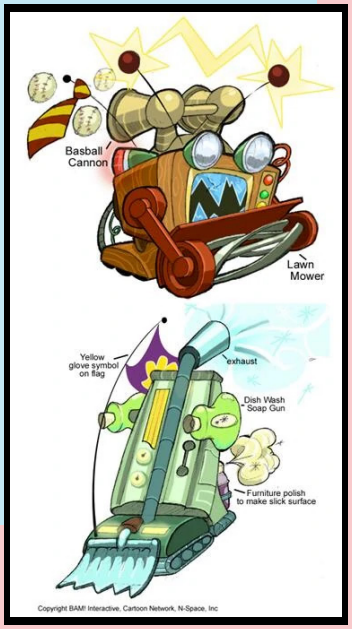
Developer N-Space, BAM! Entertainment
Genre Action

The game is one of the various games based on the cartoon, Dexter's Laboratory, all developed and produced by the now defunct publisher BAM! Entertainment.

This Dexter game, know as "Robot Rumble" or "Extreme Robot Rumble", was going to be a brawl fighting game in which various home-made robots fought in small arenas.

The game vanished when Bam Entertainment closed down. It seems that Robot Rumble was going to be developed with the help of N-Space. Only a few screenshots and concept arts remain from the project.

There was a GameBoy Color game known as Dexter's Laboratory: Robot Rampage. But that is unrelated to this game.



Densen

Publisher SCEJ
Genre Action-adventure

Densen (Japanese for "power line") was a game that was announced for the PS2 by Sony and was quietly cancelled later.

While the game never saw release, it still managed to influence several games. Most notable Keita Takahashi, the creator of Katamari Damacy, and Fumito Ueda, the creator of Ico and Shadow of the Colossus.

Densen saw the female protagonist zipping along power lines on floating Japanese suburbs. It also featured various power ups, and traditional platforming elements as players had to navigate between areas by jumping between different power lines.

The game was being developed internally by SCEJ, and it was helmed by Kiyoshi Sakai, an animator who worked with Hayao Miyazaki and Isao Takahata before they formed Studio Ghibli. Sakai later became famous for the Umihara Kawase series.

Not much else is known about DenSen outside of one demo video, released on issue 2 of CD-ROM magazine PlayPlay-PLUS (プレプレPLUS) in December 1999 to members of the PlayStation Club, a paid membership service.

Deuce

Developer Havas Interactive
Genre Action

Deuce originally started by publisher Midway as a PlayStation title, but was moved to the PS2 after Havas Interactive secured the rights to the game.

The game is based in a medieval-style world inhabited by a deck of cards. The player assumes the role of Deuce, the two of hearts, in his quest to rescue his companion cards from the ace of spades.

The game's perspective was similar to Zelda: Ocarina of Time in that players traverse in a world in the third person. Players would control Deuce with the analog pad, while jumping or using sword attacks to defeat enemies. In addition to basic swordplay, Deuce could add special magic spells to his sword in order to gain an advantage. For example, he could apply a fire spell on his sword in order to defeat an ice boss.

There would be 12 full levels with many puzzle-laden sub-quests for Deuce to explore. The levels was non linear, allowing the player to return to levels in order to accomplish other tasks needed to advance. Some of the various puzzles in Deuce included timing various jumps in succession, traversing mazes, climbing through obstacle courses, and solving pressure plate puzzles.

One of the more unique aspect of Deuce was the way the player-character advances through the game. Deuce starts off with two life containers shaped as hearts, which also represents the rank he currently possesses, hence the name Deuce. As players advance, Deuce gains more hearts, increasing his life containers while increasing his rank. Eventually they obtain the rank of 10, which is considered to be Knight.

The game was cancelled in 2000. Reasons behind the cancellation are unclear. The game was scheduled to ship in December that year.

Dodge Ball: World Chaos

Developer IRD1
Genre Sports

Dodge Ball: World Chaos was a arcade sport game with adventure elements (somehow similar to Sega Soccer Slam and Mario Strikers Charged) that was in development by IRD1 in 2001/2002, for the PS2.

Players would have been able to go around the city, talk with other characters between matches and learn more about the story and upgrade their team. A multiplayer option with 8 players support was planned for co-op and VS mode.

The developers seems to have not been able to find a publisher interested in the project and the game was then cancelled.

Dinosaur Zoo

Developer Dogfish Entertainment
Genre Simulation

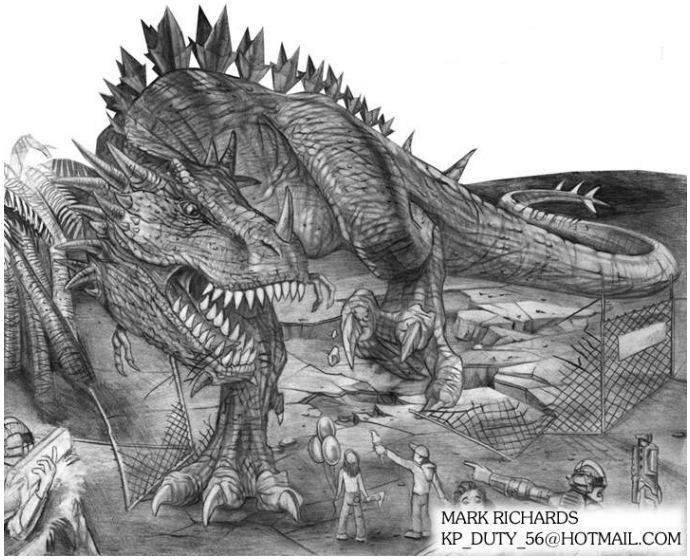
Dogfish Entertainment was a rather obscure studio established in October 2000, created by former employees of Bullfrog Productions. The team worked on many different prototypes, trying to pitch their ideas to publishers. One of these concepts was for a park management game, kind of like a Jurassic Park Sim titled "Dinosaur Zoo", which, around 2001, was green-lighted by Sony as a first-party game, along with another game titled "Horrorville".

A prototype and 3D engine were created for the game, but it was still in very early development when it was canned because Blue Tongue Entertainment and Vivendi Universal Games bought the official license to develop a "Jurassic Park Simulator", later released as Jurassic Park: Operation Genesis for PS2, Xbox and Windows. Dogfish though their original game would not be able to compete against the "Jurassic Park" dinosaur zoo IP.

The game was cancelled in 2000. The game was scheduled to ship in December that year.

In 2002 Sony decided to cut their collaboration with Dogfish and the company had to close down. Developers went to other companies in the Guildford area, such studios as Big Blue Box, Small Rockets and Lionhead. Every Dogfish prototype is now lost forever, with not much saved from their time as developers.

"unseen64.net"



Deus Ex: Invisible War

Developer Ion Storm
Genre Action role-playing

Deus Ex: Invisible War is an action role-playing game developed by Ion Storm and published by Eidos Interactive for Windows and Xbox in 2003. It is the second game in the Deus Ex series, and a direct sequel to the original game. The gameplay—combining first-person shooter, stealth, and role-playing elements—features exploration and combat in environments connected to multiple city-based hubs, in addition to quests that can be completed in a variety of ways and flexible character customization.

While the original game was first designed for Windows before being ported to PS2, a console version of Invisible War was decided upon from the beginning of development. The team used their experience porting Deus Ex to PS2 when creating the console version. The team wanted to bring the original PC-based experience to consoles rather than making the game for consoles, so the team chose the Xbox as it had the largest memory capacity out of available consoles at the time.

Eidos officially announced the game E3 2002; the platforms listed were PC, Xbox and PS2. It was later revealed that Ion Storm were struggling to work out how to port the game to PS2 given the extensive hardware differences between the three platforms, and were reluctant to do so due to these issues. Following the game's release, it was clarified that no PS2 version would be developed.

Dirty Harry

Developer The Collective
Publisher Warner Bros. Interactive
Planned release 2007
Genre Third person shooter

Dirty Harry is a canceled video game that was in development by The Collective intended to be published by Warner Bros. Interactive. The game was to continue the story of the 1971 film of the same name starring Clint Eastwood as Harry Callahan, the protagonist. Clint Eastwood was intended to reprise his role, lending his voice and likeness as well as consulting and creative input. The game was to follow the same storyline of the film, with the San Francisco detective tracking down a serial killer named Scorpio. Versions were planned for both the PS3 and Xbox 360, with a release in 2007. Additional versions were planned for Nintendo Wii, DS, Xbox, PSP, and PS2 to be released that same year.

The first conception of 'Dirty Harry' is believed to date back to around June 2004. Around this time, multiple sources such as Eurogamer reported that license holders, Warner Bros. had started to privately invite developers to pitch their ideas for a Dirty Harry video game. It is unknown how many other developers responded to the offer, but it was The Collective, Inc. who delivered the successful proposal and was granted the license in late 2004.

Scripting work on the Dirty Harry game started around January, 2005. Eastwood had signed on to reprise his titular role, lending his voice and likeness, as well as being a creative consultant on the project. Actors Laurence Fishburne, Lucy Liu and Gene Hackman were also planned to feature.

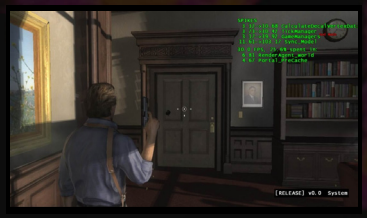
The reveal of the Dirty Harry video game came in February, 2005. At the time, it was being targeted for a release in 2007 to coincide with the release of the HD-DVD Dirty Harry film collection. This was part of a marketing push by Warner Bros. to resurrect the franchise and the video game, in particular, was intended to give the series greater relevance among to younger audiences.

Its first public announcement came in the form of a press release from Warner Bros. Interactive. At the time, details on the game were scarcely available. No trailer, screenshots or information about which platforms it would be made for other than multiple unspecified *"next generation consoles"* was attached. This was because production on the game had not even began at this point, but WB had great confidence in the project; to the point at which they'd announce it so prematurely. It would be a while, too, before the core of development would start. WB, The Collective and Eastwood spent the remainder of the year refining the script and producing concepts of set pieces.

It was in February 2006 that the game, then still going under the working title of 'Dirty Harry', was finally put into full development. It was being worked on for the Xbox 360 and PS3.

It was initially undecided whether or not the title was going to feature an open world San Fransisco, but by the start of the year, it had been decided that it would instead take on a mission-based structure. It then became a 'duck and cover' third person shooter with melee combat elements.

The storytelling of the Dirty Harry game was linear, but featured a "reputation system". Players would be given the choice how to deal with criminals: they could either knock them unconscious with a melee attack or straight up shoot them with Harry's trademark .44 magnum. The NPC's in the game would then react dynamically to these actions. For instance, developing a high kill count or firing on someone unnecessarily could land you in hot water with the chief of police. Conversely, being too lenient on crooks could cause them to take the detective less serious, mocking him and considering him less of a threat.



A trailer for the game, which was produced by an external company, has been the only example given of the game's gameplay or engine capabilities. It is neither a computer generated cutscene nor actual gameplay. Instead, Warner Bros. gave its models and engine schematics to an animation house to produce a simulation of the gameplay.

The trailer ends with the scene from Dirty Harry. The *"Do I feel lucky?"* line was pulled straight from the film as Clint Eastwood never recorded a voice over for the video game.

It was never formally announced, but in late 2006, Warner Bros. Interactive had hired the now defunct Sensory Sweep Studios to create multiple versions of Dirty Harry for other systems. These plans included Nintendo Wii, DS, PS2 and PC.

Ambitiously, the developers were aiming to deliver the same third person shooter experience across every platform. Whereas the PC release would have been a straight port of Collective's 360 game, the DS title was built from the ground up; as were the ones for PS2 and Wii. The Wii version was never put into full production, but would have been an "up-port" of the PS2 game with the additions of IR pointer aiming and motion control for melee attacks.

Up until the start of 2007, development on the title had been progressing *"smoothly"*, one developer recounted to unseen64.net. The game, which had been renamed to 'Dirty Harry Extreme' towards the end of 2006, was on schedule for release within the next 7 months. One source said that Extreme was about 70% complete, when in March, it met an abrupt end.

Representatives of publisher, Warner Bros. Interactive, visited The Collective to check up on the project and were unsatisfied with the progress they had made and the product had failed to meet the standards of WB. In the interests of protecting the brand, the company revoked the team's access to rights, cancelling their game.

One source who was close to WBIE attributed the demise of the project to a shift in their upper management, including the installation of a new president. An internal review lead them to revise their plans for the game, the source claims.

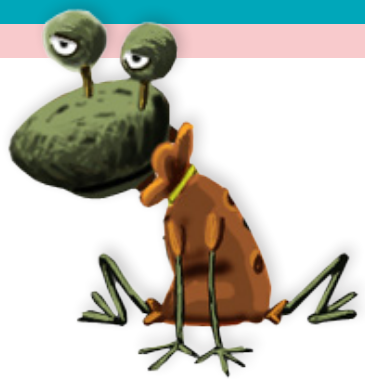
Subsequently, The Collective had to lay off the entirety of their Dirty Harry team of around 30 people.

Towards the start of 2008, TimeGate Studios, fresh from launching F.E.A.R. Perseus Mandate, was brought on board to complete the game. But they could not simply pick up from when the previous developers had left off since The Collective had been running their in house engine known as 'Slayer' with the Xbox 360 as its lead development platform. However, as Warner had no claim to use the engine without them, the game was rebuilt.

Ultimately, despite years of working behind the scenes, the Dirty Harry video game was officially cancelled in mid-2008.

"for more info, please visit unseen64.net"

D. Jump



Developer Ubisoft Paris
Publisher Ubisoft
Genre Action-adventure

D-Jump is a cancelled platform/action game that was in development in 1997/1998 by Ubisoft Paris, planned to be released for the "next gen consoles" Dreamcast, PS2, and also Windows.

The game was announced at E3 1998 in Atlanta. Similar to many of its late 90's contemporaries, the press materials promised *"irreverent humor"* and extreme-with-a-capital-X action with lots of fast moving stages and water skiing. The game was developed at the same time as Rayman 2. An official explanation for the cancellation has never been given.

The player-character is dropped onto an ancient world that resembles Egypt and transformed into a wooden, puppet-like version of himself. A pair of Gods speak to him in dreams to explain the world he's stumbled into and guide him through towns, palaces, an oasis, and up and down the Nile in search of a way home.

D. Jump was to feature 20 environments and 60 characters to interact with. At the start the player would be able to use simple objects like fruit and rocks to attack enemies as well as the peculiar ability to explode their own body. This did not cause damage but may have only been available at key moments. Later, magical abilities are unlocked allowing players to use telekinetic powers, turn into different animals and ultimately turn enemies into different forms. Some examples included completing a pyramid by levitating objects, transforming into a snake to wriggle through cracks in walls, and performing gymnastic maneuvers to traverse the landscape.

When not running and jumping around, players were required to choose a mood or demeanour before entering a conversation. Choices like 'worried', 'mocking', and 'conniving' would alter how characters reacted and how the dialogue would play out. Other abilities were to include a "love mode" in which the player can track down their wayward love interest by following a heartbeat and a "groove mode" that worked like a rhythmical minigame to appease the Gods. Further variety came into play as the Gods would sometimes drag the player into sub-stage nightmare or dream levels.

D. Jump was only the working title of the game and no explanation was ever given as to what it means. One possibility is that it's the final selection in a multiple choice question, presumably the answer to how the player can return to their own time.

"giantbomb.com"

Doomsday Rescue

Developer Beyond Games
Publisher Midway
Planned release 2003
Genre Vehicle combat, Racing

Doomsday Rescue was an action/combat racing game that was in development at Beyond Games in 2002 and it was going to be published by Midway. The project was later cancelled as many other Beyond Games titles, probably because of the bankruptcy of the company.

The game is set after a deadly asteroid shower hurtles toward earth. The collective governments of the world band together to save the human race by resettling on Mars. In order to ensure the revitalization of human life, key scientists, doctors and politicians from around the globe have been selected for transportation and relocation to Mars. To further guarantee the success of the resettled civilization, a planet-wide relocation lottery was held and a number of lottery-winning civilians have been granted seats on ships to the new settlement. As a driver for the Doomsday Rescue Corp., players would embark on a mission to find and deliver these key humans to their waiting transport ships within 24 hours.

Player could crash and bash their way through seven free-roaming urban environments and destroy anything and anyone between them and their goal – including hordes of rioting civilians who know they aren't included in the resettlement.

With a real-time physics engine, players could unleash carnage from their transport vehicle with an arsenal of weapons including machine guns, lasers, missiles, chain guns, cannons and more.

Dragon Booster

Publisher Eden Games
Genre Action

Dragon Booster is a cancelled racing/combat game based on a canadian animated series.

In 2003 Eden Games were working on this project for the PS2 and Xbox, but the game was later cancelled for unknown reasons. A DS version was released in 2005, but it was developed by Konami (KCE Hawaii).

DT Racer Refueled

Publisher XS Games
Genre Racing

DT Racer Refueled was in development for Wii, PS2 and PSP before it was cancelled.

The press release;

"In DT Carnage, drivers must be prepared to bring everything they've got onto the tracks as they find themselves racing for their reputation, honor, and ultimately, their lives. Relying on speed alone is no longer enough as explosives and weapons are used on a regular basis making violence the ultimate means to an end in the underground racing world. Still think you have what it takes to be a DT racer?"

Dragonkind

Developer TriLunar
Genre Action-adventure

Dragonkind was a unreleased fantasy action adventure game developed by TriLunar for Xbox and PS2. The game got cancelled in 2004 because the developer of the game didn't found a publisher to be released.

Gamers would take the role of a young man named Grail trying to make his way in the wondrous world of Vermillion. Grail has unique dragon-related powers. A chain of events leads to Grail getting into an adventure to find out the truth about his past.

The game would have a non-linear gameplay system where player have to complete tasks to advance, but freedom to experience other parts of the world would also be a key part of Dragonkind's appeal. TriLunar drew inspiration from different game, including the Legend of Zelda games on the N64.

The gameplay mechanics included a RPG-like element that would have enemies getting tougher and smarter at the same rate as the main character.

The IGN outlook (2 April, 2002):

"If TriLunar makes it through the summer without finding a publisher for Dragonkind it will be a surprise. There are a lot of games out there with a lot less going for them that will be clogging up store shelves, but an epic adventure featuring dragons and the comic book art of somebody like Joe Madureira sounds like something gamers have been waiting for, especially on Xbox. The all important trick is getting all of those well drawn characters to act and move within the framework of the gameplay that TriLunar has described. The screens look good. The movie looks good. Let's hope it's just a matter of time until the game itself looks good."

Eastside Hockey Manager 2

Developer IRD1
Genre Sports

Eastside Hockey Manager 2 is a sports managment game which was cancelled before it was released.

Eastside Hockey Manager is a simulation of hockey management available, giving players the chance to manage club or country in any of the world's top hockey-playing nations.

Enclave 2

Developer Starbreeze Studios
Genre Action role-playing

In March 2003, Starbreeze announced Enclave II has been in development for Xbox, PS2, and Windows. The game was supposed to feature a new fighting system and full motion capture, with single player and both cooperative and competitive multiplayer modes planned. The game would also feature 10 playable characters and 28 maps.

The player character was Erlendur, a young Ancestor sorcerer apprentice, and his quest was to reach Enclave before the evil sorceress Callia does.

However, the features were then axed and the game was cancelled when Starbreeze got into legal troubles with the publisher.

Duke Nukem: D-Day

Developer n-Space
Publisher Rockstar Games
Genre Third-Person shooter

Duke Nukem: Man of Valor (also known as Duke Nukem: D-Day) is a cancelled third-person shooter video game developed by n-Space for the PlayStation 2. The game is sometimes erroneously referred to as Duke Nukem Forever PS2. It was renowned for having had one of the longest development cycles of any title of the PlayStation 2's considerable history.

After the success of Duke Nukem: Time To Kill on the PlayStation, 3D Realms quickly signed a deal for another third-person Duke Nukem game, this time with Rockstar Games and Gathering of Developers, who intended to publish the game on a then unnamed next generation console, later revealed to be the PS2. The deal was inked in 1999, and Rockstar hoped to have the game out in 2000. Eventually, the information leaked that the game was called Duke Nukem: D-Day. It has also been referred to by an alternate title, Duke Nukem: Man of Valor.

Duke Nukem: D-Day was in production for four years, having started development in 1999 and being cancelled in 2003. It is said that n-Space experienced considerable difficulties working with the notoriously developer-unfriendly PlayStation 2. The Apogee/3D Realms FAQ refers to the game as being cancelled for *"lack of sufficient progress."*

There is some residual confusion as to what D-Day was, with some convinced that it was a PS2 port of the Unreal engine driven Duke Nukem Forever, but it was most certainly another third person shooter, developed by n-Space, who had developed Duke Nukem: Time to Kill and Duke Nukem: Land of the Babes.

George Broussard described the game on the 3D Realms forums;

"It was a PS2 game where Duke went back in time and was a key factor in all the major WW2 events, and helped turn the tide. Of course it was a kind of alternate reality and there were alien Nazi's. I wish that game had worked out because it would have been among the very first WW2 games to come out, before you saw one in a week."

"dukenukem.fandom.com"

The Dreamland Chronicles: Freedom Ridge

Developer Mythos Games
Genre Strategy, first-person shooter

The Dreamland Chronicles: Freedom Ridge is an unreleased video game for Windows and PS2 by Mythos Games. Developed by the team which produced UFO: Enemy Unknown, including lead designer Julian Gollop, the game was planned to be *"a remake of the first X-COM with 3D graphics,"* as the first of four games planned in the new series.

Cancelled in 2001, the unfinished game was later bought and partially turned into UFO: Aftermath by Altar Interactive, which was in turn itself followed by two sequels. Some elements of the game are also present in Gollop's own Phoenix Point.

According to the GameSpot preview, the Freedom Ridge interface followed the three-tiered format of a rotatable and zoomable global strategy view, showing various cities areas of interest spread and an outline of the human (allied) and alien (enemy) zones of control (similar to the Geoscape in the UFO: Enemy Unknown and also in accelerated real-time), a 3D isometric view tactical screen when the player controls a squad in turn-based combat, and a first-person view to control the squad's individual units while aiming their weapons. The game's environment was presented with a detailed 3D graphics and fully destructible ("floors, beams, and roofs can collapse, and entire buildings can be leveled if enough damage is sustained"). During the action sequences, the camera would switch from the isometric or first-person view for special effects such as to trail behind a fired missile.

The project leader Julian Gollop later said it was *"quite an ambitious project"* of turn-based tactical strategy game, featuring such innovative elements as a destructible terrain system. He said that had it been released, The Dreamland Chronicles *had a third-person camera view behind your character with a bar representing your Action Points, which went down as you moved. When you went into shooting mode it went into a first-person view and you could select snap shots or aimed shots, which altered the size of an aiming circle on screen."*

In the game, the human kind had lost Earth to the invading aliens following a devastating 70-day war against the dinosaurlike Saurans in the year 2003. In the aftermath of the war, the player takes command of a small resistance group named the Terran Liberation Army in a desperate struggle to regain the planet. They must scramble to protect the areas left in their control and find more supplies and troops, and capture aliens and their equipment to research the alien technology and use it against them. Along the way, human resistance uncovers the truth behind alien abductions, UFO conspiracies, and Area 51 ("Dreamland" is a name often used for Area 51, located near the location called Freedom Ridge), and soon discover

other powerful forces at work, including another alien race other than the invaders (Reticulans) and the reclusive and mysterious Men in Black.

Freedom Ridge was announced in 2000, using *"a lot of new technology"* such as the sophisticated environment physics engine Havok. The development was first put on hold in February 2001, as Gollop's team failed to find the publisher for their game. It was restarted by Bethesda Softworks, which in turn ceased funding the project in April 2001. Eventually, it was ultimately cancelled later in 2001 by Titus Interactive and Mythos Games ceased to exist. According to Gollop in 2011: *"Titus had no interest in what we were doing – they were only after Interplay's assets, and they cancelled the project...we had no choice but to wind up the company at that point."*

In mid-2001, Virgin Interactive, who possessed Dreamland rights, prompted the Czech developer Altar Interactive to restart production on the PC version. However, the game was renamed, first to UFO: Freedom Ridge, and then to UFO: Aftermath. More and more changes were also made as the reboot progressed. Even the game engine was completely different in the final product, as the new developer did not acquire rights to the game's Havok physics engine and other middleware graphics and sound elements and instead made their own. Eventually, very few elements of the original Freedom Ridge project remained in the finished UFO: Aftermath when it was released in 2003. Altar themselves described it as *"a completely new game with a different combat system, new graphics, and a vastly different background story."* Their game nevertheless still begins following the alien conquest of Earth (here instant and completely apocalyptic) and also features a struggle to stop the alien terraforming of the planet, and even a mission "Dreamland Files" in Area 51, but the Reticulans became the enemy (controlling mutated dead humans and animals) and the Saurans do not appear at all. UFO: Aftermath was later followed by two sequels, UFO: Aftershock and UFO: Afterlight.

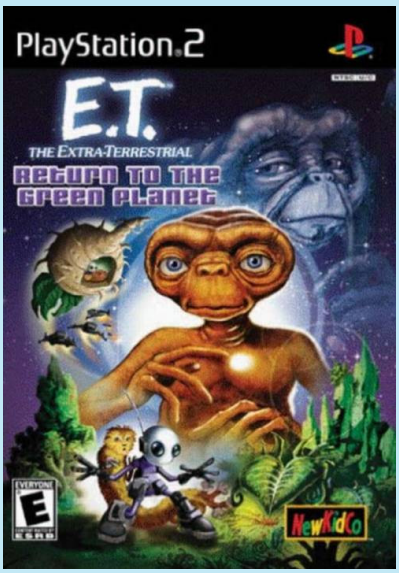
According to Martin Klíma, leader of Altar team, they have received the five CD-ROMs with source code from original developers through Virgin. According to Klima, playable version of the game never existed in technically stable form: *"There was some basic source code, which could not be compiled, although we tried to put it together for quite long time. Especially because to it (source code) were linked perhaps all middleware libraries. Mythos did not do any own work. Physics engine, 3D engine, that all was licensed and the question is, what they really did for that year and £800,000. We had to begin from start, we could not use single line of code either from original Dreamland or [Altar's own] Original War, which was written in Delphi language."* Gollop retorted: *"Unfortunately they [Altar] stripped out our fantastic turn based stuff and they put what I thought was a rather weak real-time thing in there."*

E.T.
Return to the Green Planet

Developer NewKidCo
Genre Action

E.T. Return to the Green Planet is a game based on the movie and was in development for the PS2.

In the game, E.T wants to visit his friend Eliot, but he doesn't have a spacecraft. So he builds a spacecraft using botany. He secretly builds a craft using only organic resources found on the Green Planet and converts an oversize turnip into a spaceship that can carry him through space back to Earth. Along the way, E.T. would encounter different alien life forms.



Emergency Mayhem

Developer Acclaim
Developer Acclaim
Genre Racing, action

Emergency Mayhem is based around the three main emergency services (fire, police and emergency medical services). The player must drive to the destination as quickly as possible.

The game was first announced for the PS2 and Xbox at the 2004 E3, published and developed by Acclaim. However, the game was cancelled when Acclaim filed for bankruptcy in September 2006.

In May 2007, Warner Bros. purchased the rights to the game. Warner Bros. announced the game would be released for the Wii and they would publish the game, while Codemasters would develop the game. Then, in December of the same year, Codemasters announced they had taken over the publishing rights, and Supersonic Software Ltd took on developing the game.

In the end the game was released for the Wii in 2008, even if there are probably some differences from the original Xbox and PS2 versions.

The Wii release has generally been received negative. GameSpot nominated Emergency Mayhem for the dubious award of Flat-Out Worst Game in its 2008 video game awards.

Earthworm Jim 2003

Developer Interplay
Genre Action

Earthworm Jim 2003, or the Earthworm Jim 2003 reboot, was the tentative name of an ultimately cancelled development project by Interplay Entertainment in early 2003.

Very little official information has been ever released on the short-lived project, although it is known that the goal of which would have been to make a new installment in the Earthworm Jim video game series. It was not, however, the long-awaited (and as of 2019, announced but still stuck in development) Earthworm Jim 4, but was said to be a game in addition to it, and set in the same fictional universe. It would have been a 3D fixed position side-scrolling adventure for the PlayStation 2 and Xbox.

Before it was cancelled, concept artwork and even a prototype game engine had been developed, although it has never been stated which game developer was a actually involved. Interplay canned the project when it was decided that it was, financially, too risky a venture. The poor reception of Interplay's earlier Earthworm Jim 3D, and the handheld game Earthworm Jim: Menace 2 the Galaxy, may have been a factor in this decision.

In 2009, a former Interplay staffer who was involved in Earthworm Jim 2003 gave an interview about the history of the project, stating:

"These were concepts for a possible reboot of the Earthworm Jim series back when I was working at Interplay Entertainment in 2003. Unfortunately it never got beyond the pre-production stage. We had kicked around some ideas, with the thinking that the basic structure of the game would be somewhat like Klonoa (or in more current terms, the side-scroll Sonic sections of the newer games), in that it would be a 3D environment, but viewed along a track with a fixed camera. Jim's head would be used to not only swing and attack, but also as a grappling appendage t that could hoist heavy objects. Aside from a few tests and concepts art, it never really got beyond hat. I worked on it for a while, and once we nailed the look we (the team) all liked, things started to fall into place visually. Of all the things we talked about doing - and lots of crazy ideas get tossed around during the early stages of development - the thing I was looking forward to most was a musical sequence. I had planned out a part where Jim went to Heck (hell) and had to do a boat ride through the river Styx. Jim was all mopey because he was dead, and the Grim Reaper turns to him (in the small boat) and says "Cheer up Jim...it's not that bad." [in a terribly over the top British accent] and whips off his robe to reveal the Zuit Suit. At this point, it was going to be a whacky musical boat ride into Heck, to the tune of the Squirrel Nut Zippers song Afterlife/Hell. There would have been dancing skeletons, and demons and stuff as they travel down the river."

When asked about the Cyclops monster in a coliseum he said:

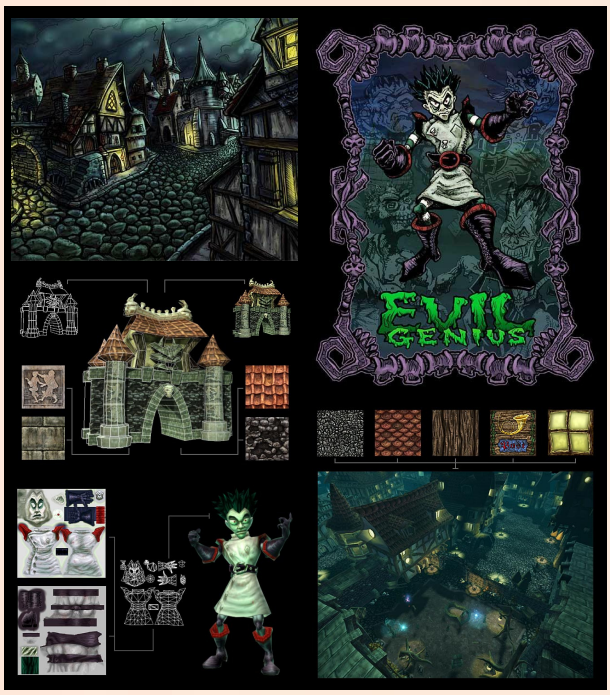
"He was a boss, for a level made entirely of cheese. Imagine Rome, constructed of cheese, with the citizens all being mice, wearing togas. He was the "Gorgon Zola". Made of cheese, with a pimento olive for a head (the red pimento being his eye). There would have been a showdown/boss-battle within the Fondue Coliseum, with cheering/jeering mice in the crowd.".

"earthwormjim.fandom.com"

Evil Genius

Developer Circus Freak Studios
Genre Action-adventure

Evil Genius was a prototype for a platform/adventure in development for Xbox and PS2 at Circus Freak Studios (Infogrames). The game was cancelled when the studio went out of business in 2003. The only game released by Circus Freak was Superman: The Man of Steel for the Xbox.



Ecks vs. Sever

Developer Zombie Studios
Genre First-person shooter

Ecks vs. Sever, not to be confused with the later Ballistic: Ecks vs. Sever video game, is a first-person shooter released for the Game Boy Advance. It was developed by Crawfish Interactive.

The PS2 version of Ecks vs. Sever was in development by Zombie Studios slated for release on November 2002. However, it was eventually cancelled.

Exhibition of Speed

Developer Titus Software
Genre Racing
Serial number SLPM-65007

Exhibition of Speed, also known as Roadsters Trophy 2000, is a cancelled racing game which would feature over 20 racing vehicles, 15 tracks with varying weather conditions in 5 different universes, car jumps with additional power boosters and multiplayer gaming for up to 4 players.

Extreme Force

Developer Namco
Genre Third-person shooter

Extreme Force: Grant City Anti-Crime (also known as Strike Force/First Strike: Grant City Anti-Crime) was a third person shooter set in the Dead To Rights city. It revolves around law enforcement, covert operations and similar forces. Items, such as night vision goggles, grenades and door charges would have been at the players disposal as they must rid the city of criminals. Stealth manoeuvres and "run-and-gun combat" were also promised. It was in development at Namco for PS2, Xbox and GameCube, but it was later cancelled for unknow reasons.

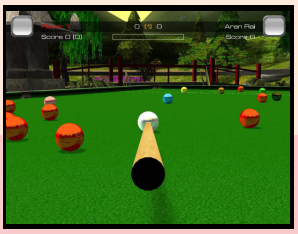
"unseen64.net"

Extreme Pool

Developer Graphic Stateon
Genre Sports

Extreme Pool is a cancelled pool and snooker game that would be released for the PS2, Xbox and GameCube. The developer Graphic Stateon already finished the game, but they didn't find a publisher, so the developer had to cancel it.

"unseen64.net"



Extreme Wakeboarding

Developer Graphic Stateon
Genre Sports

Extreme Wakeboarding is a cancelled sport game that was in development in 2002 by Wild Child Studios for the Playstation 2. Wakeboarding is a surface water sport which involves riding a wakeboard over the surface of a body of water.

Extreme Wakeboarding was never released, maybe because Wild Child Studios did not find a publisher interested in the project. Sometime later the studio had to close down.

"unseen64.net"

Evil Twin 2: The Messenger

Developer In Utero
Genre Action

The original Evil Twin: Cyprien's Chronicles was a horror platformer developed by UbiSoft and In Utero originally planned as a Dreamcast project, but then also released on PS2 and Windows in late 2001 - early 2002. Players takes control over a young orphan called Cyprien, who is taken to a nightmarish world and possesses the ability to transform into a "demonic" version of himself.

As told by Omar Cornut during an interview published in the *"Video Games You Will Never Play"* book, in 2002 In Utero started working on a sequel to Evil Twin, planned to be released on the PS2:

"Near the end of the company they started designing and prototype what would become Evil Twin 2, with an older character manipulating a stick. After the company closed Diego, Nino and Cedric from In Utero formed their studio Fandango working on a PSP game called Carnival: Theorem One which I think was inspired by those early Evil Twin 2 design. The game unfortunately was not finished."

This cancelled sequel was also referred to as "The Messenger". It can be speculated that as the first game received mixed reviews and low sales, In Utero later decided to change their sequel into an original IP, trying to find another publisher.

In the end In Utero closed down soon after and Evil Twin never got a sequel. Only a couple of screenshots from their early Evil Twin 2 prototype are found on the net.

EXO

Developer Particle Systems/Infogrames
Genre First-person shooter

EXO was a team-based FPS in development by Sheffield's Particle Systems and due to be published by Infogrames for the new Playstation 2 console. Development for the new platform hindered the project, and its ambition eventually became its executioner as the team struggled to match the game's high fidelity and visuals with the performance of Sony's hardware.

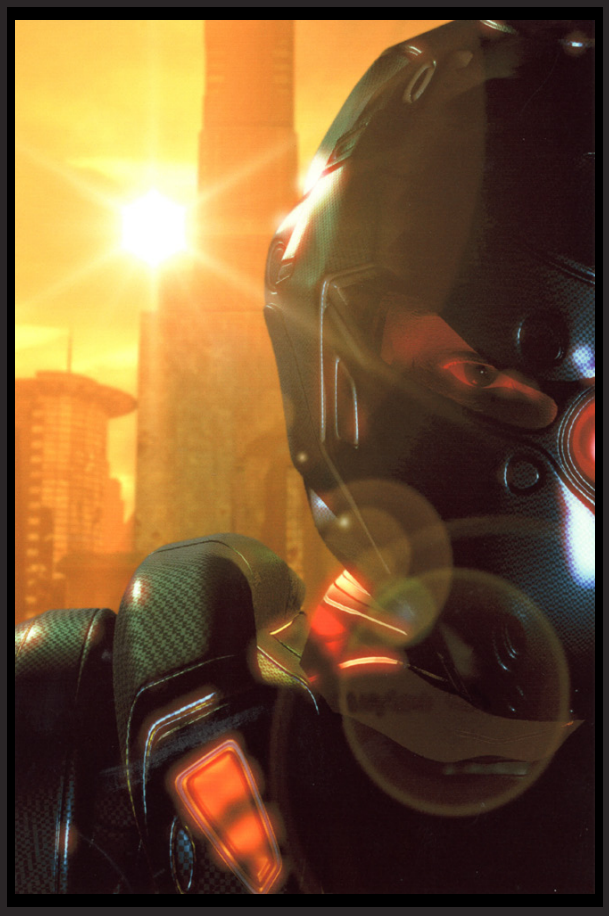
The story of EXO started as a homage to Japanese mecha, with giant robots and an idea in a techno-world around everything. The development of the story started with the core conflict which was a highly-mechanised city where something has happened and the robots have gone crazy and are terrorising the environment.

The game featured an attention to detail, and a giant size and mechanical might. There was also a distinct effort to make the game's characters as diverse and empowering as possible – especially in EXO's strong female lead characters. The game's battlegrounds are reminiscent of Blade Runner and Dune and pay homage to Stephen King's Running Man, with large television screens around the cityscape transmitting some automated authoritarian control over the populace. There was all kinds of city environments, including a level set in the dock, an entrance to the city with a checkpoint, and where players had to work their way towards the central tower. There was an underground reservoir, a power generation plant, and each of them had characteristic look for a particular time of day because it all happened in a 48 hour period.

According to one of the founders of Particle Systems, Glyn Williams, the gameplay was a hybrid: a cross between first-person perspective, role-playing game, and tower defence. But the decision to make the game based around teams also led to one of the weaknesses in the design, as players controlled a bunch of mechanised "athletes". An admitted mistake looking back. *"The problem with EXO,"* says Glyn, *"and the kindest thing to say, was it was too many windmills to tilt at. It was a shooter in terms of the interface, you would look from a first-person point of view, then you had a multi-character tactical aspect. Most of the problems wouldn't be solved from one character's point of view, but from hopping between members."*

This multi-faceted approach needed credible artificial intelligence, something that would keep the player's squad members contributing to the battle, and not being merely passive and getting themselves killed – a trait that appeared in peer games at the time, such as Hidden & Dangerous. The logic was there though, explains Glyn: *"We got reasonable behaviour, but it was never finished. We implemented an ordering system so you could defend yourself in a position, or go to this spot, or follow other directives and orders. What we didn't want was to leave a character just standing there with his thumb up his ass and get shot."*

As the concept, the narrative, and game logic took shape, Particle's graphic artists and coders attempted to bring to life all of the ideas and put them into the game. The original design had assumed that the PS2 would be the most amazing hardware of all-time and that anything would be possible. When the development kits arrived in Sheffield, the reality was somewhat different. Aghast, Glyn confesses to a monumental oversight, designing the game's features and specifications without actually having access to any hardware beforehand. *"It wasn't apparent that it was a piece of sh*t,"* he explains. *"It was horrible hardware in lots of ways, but I think we over egged the pudding. I put so many [technological] ideas into it, and some of those ideas weren't commonplace until the Xbox 360 era. We had seriously implemented some high-dynamic range lighting which is something you only see in high-end Unreal demos now – where you go outside and there's an exposure shift – we tried that on the PS2! We implemented it by shifting palettes around, so we had to write – this is how silly it was – we had to write our own engine, which at the time was extremely expensive and set back the point at which the game could start to be produced."*



The renders that featured everywhere were smoke-and-mirror tricks; combining lower resolution landscape models with super-hi-res lightwave character renders. *"We had lots of buildings, lots of architecture,"* expands Glyn. *"Naturalised daylighting, so it had to be light-mapped in which I had to write our own light baking solution because we couldn't find one. I was very interested in this broad illumination thing and [we got it right] by considering every part of the sky as a source of for illumination. When you do that, even plain geometry looks cool."*

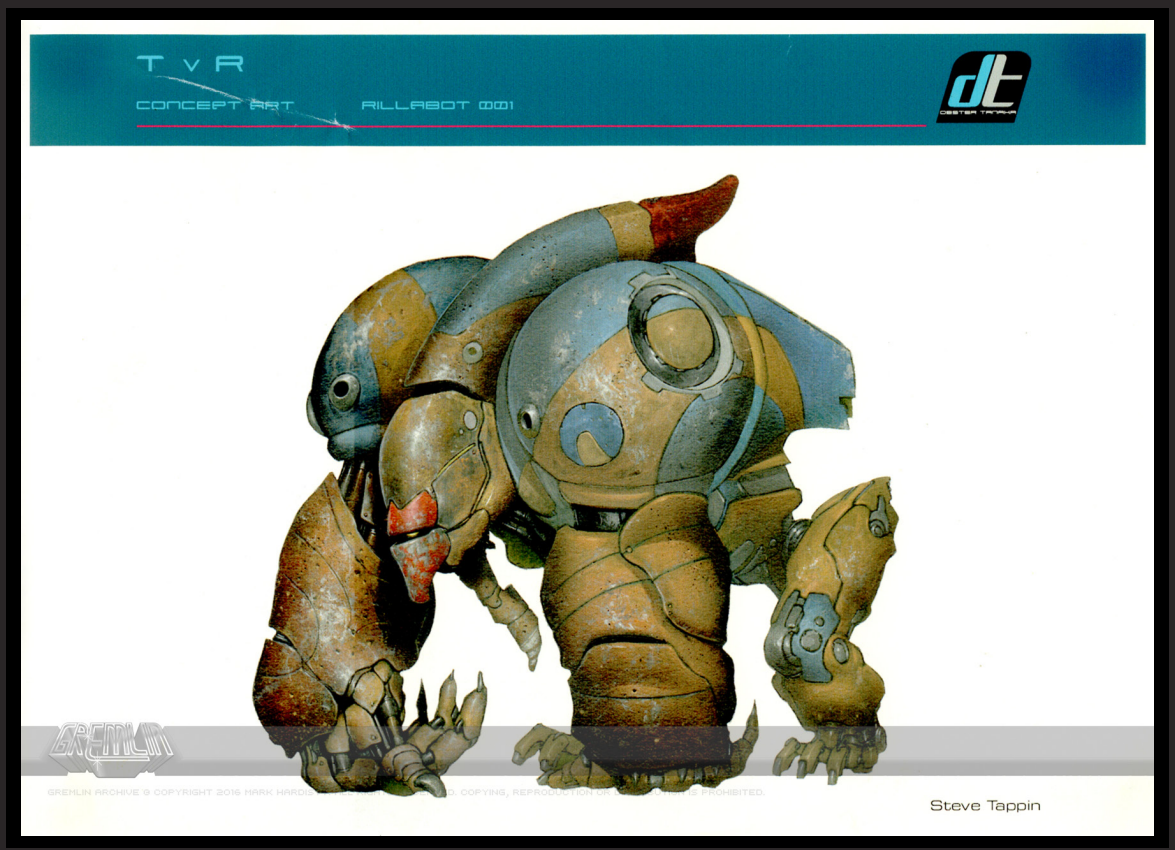
EXO was previewed to the press at E3, held at Los Angeles in 2001. By showcasing the game, they went to Canary Wharf (the nearest skyscraper to Sheffield) and mocked up a full digital recreation of the surrounds then had a pair of actors deliver a presentation against a green screen constructed from an office divider and blue sugar-paper. It was designed to make the attendees at E3 believe that they were looking at a live feed from outside of the hall.

The teaser trailer: *https://vimeo.com/1101893*

Alongside the gameplay and story progression, the performance under PS2 began to show improvements – but even with the efforts of the Particle team, it still lacked the fluidity required for a console release. It's "photometric" engine began to struggle under the weight of the team's experimentation with illumination and cash was running short forcing Williams and the other founder of the company, Michael Powell, to turn to Argonaut Software. *"Argonaut had enormous commercial success with their Harry Potter games,"* outlines Glyn, *"and it had a lot of interest so it went public. That meant they had money to burn and they were looking to make acquisitions."* Powell purposely courted the sale of Particle in order to keep a suitable level of cash-flow into the studio and ensure its survival. *"If Argonaut had not acquired us then EXO would have killed us,"* states Williams.

Particle was renamed Argonaut Sheffield and apart from the financial benefit, the acquisition also delivered technical support as Argonaut engineers had figured out how to gain extra performance from Sony's new machine. Glyn continues: *"A guy called Chris Box who is at Sumo Digital now figured out that the trick was to massage the data to have big rendering structures and leave the processor out of the equation – you stuffed these DMA packets into its rendering chip and it ran on its own, and you could get decent performance given everything."*

But it wasn't enough. Time and support from the French wasn't on their side, and without the freedom to rewrite the engine, Particle struggled to match Infogrames' expectations. *"I think towards the end we were getting 15-20 frames-per-second and the target was 30. It was a heroic effort by Chris re-optimising and re-optimising just to get where we were. We had permanent crunch time towards the end,"* said Glyn, who responded to an Infogrames trading update in 2003 that claimed EXO was 95% complete: *"We built up an alpha which technically had all of the levels in it. We had quite a pretty thing, some nice designs and a reasonable story, but the gameplay sort of sucked. Gameplay needs to be iterated again and again to be really good. I don't think we ever solved the 'fun' problem."*



The publisher eventually ran out of patience. Williams estimated that it would be a further year to refine the gameplay to an acceptable point that met his own ambition, which by his own admission was higher than Halo, but with a team-size and budget that wasn't. They couldn't convince Bruno Bonnell and his cohorts to move the game to the Xbox and provide the funds to match the platform. Infogrames seemed to be supporting a lesser product, Outcast instead of EXO. Funding was cancelled.

Once EXO had been cancelled, Sheffield provided several licensing pitches for Argonaut based upon several IPs that were available at the time:

Zorro – in which Williams and Powell married a Batman theme with the movie – Charlie and the Chocolate Factory, and a Han Solo standalone game: *"For some reason somebody also thought a young Han Solo standalone project would be really good, and now they're talking about doing a standalone movie!"*

In retrospective Glyn is proud of what his team achieved, especially in the production of the narrative and concept artwork: *"We ended up with some world class stuff. If I'm proud of anything, I'm proud of this – I've seen feature films that aren't even to this quality." "To be frank, I saw it as a failure. I failed. If we'd have been backed by an by an incredibly wealthy American publisher who had a bit more nerve and who would have invested a bit more and seen it through – but Infogrames didn't want to be that for a perfectly good reason."*

After EXO, Particle's future was shaped by its owner, Argonaut. Instead of allowing the maverick studio to concentrate on *"crazy 3D and futuristic sci-fi stuff"* it kept with the licensing business model after the success of Harry Potter. Particle supported the development of I-Ninja and Catwoman – a *"folly"* according to Williams, that along with Malice burned through its parent's cash reserves. Argonaut ran out of money in 2004 and closed all of its studios (Sheffield in October 2004) apart from Ninja Theory, whose Heavenly Sword title was perceived by Sony as a viable product.

Glyn has no regrets, though, stating: *"I couldn't wish for a better thing to work with people who were genuinely talented, often more talented than one's self and that's an enormous privilege."*

by Mark Hardisty.
for an more in-depth article, please visit; "pushsquare.com"

EyeToy: Play 3

Developer SCEE London
Genre Eye-toy
Serial number SCUS-97498

EyeToy: Play 3 was released in PAL territories, but it was never released in North-America.

Forsaken 2

Developer SCEE London
Genre Eye-toy
Serial number SCUS-97498

A sequel of Forsaken was in development at Acclaim Studios Teesside, but was soon cancelled after Acclaim went bankrupt. The game would have been in the works for Xbox and PS2, but only a small racing demo remains as a proof. The demo is only one level and enables players to control the vehicle and race through a tunnel.

F1 Racing Championship 2

Developer Video System
Publisher Ubisoft
Planned release 2001
Genre Racing

F1 Racing Championship 2 is a cancelled racing developed by Video System and supposed to be published by Ubisoft.

Players would be able recreate historical races whereby they must meet various racing targets in conditions and situations that actually occurred in the 2000 FIA Formula One World Championship season. New special effects would include motion blur, camera vibrations and different contrast levels.

It was scheduled to be released in the four quarter of 2001 for PS2 and Windows, but it was cancelled for unknown reasons.

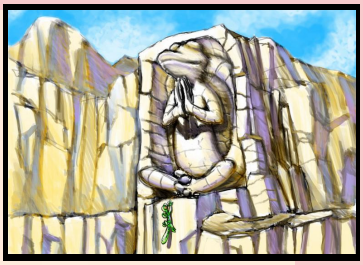
"unseen64.net"

Gex 4

Developer Crystal Dynamics
Genre Platformer

Gex a platformer game series, developed by Crystal Dynamics, that details the adventures of a gecko named Gex. This cancelled project was probably in development for the PS2. The series followed Gex the gecko.

Upon eating a fly which was actually a metallic transmitter, Gex is pulled into the digital world by his soon to be arch nemesis RezWhile. Not much is known about this sequel in terms of plot or overall any information. The last media ever released in the Gex franchise was a book in 2000.



Fall of the Artificer

Developer Psygnosis Camden
Genre Action-adventure

Fall of the Artificer is a cancelled steampunk action adventure that was in development by Psygnosis Camden (later merged with Team Soho to form SCE London Studio) and Sony for the PS2. The project was in development by the same team that previously worked on Kingsley's Adventure, a fantasy action adventure released in 1999 for the original Playstation.

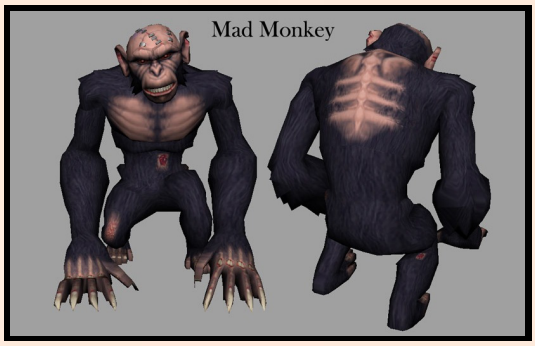
In 2013 a few 3D models were found online and later Push Square asked a former developers more details on this lost game:

"It was a third-person action platformer with puzzle solving elements. It definitely had a steampunk feel to it, but it was also very magic-based.

I had designed a mechanical familiar for one of the main characters and based it on the Holy Hand Grenade of Antioch but with legs [...] I'd also designed some zombie gardeners as well.

There was a long way to go with the game's production [...] In a meeting showcasing future projects from other companies we noticed that another studio was doing something very similar and was far into production, so we called it a day."

The project was promptly scrapped when the developer realised that another studio was working on a similar title (the game, Primal). *"There was a long way to go with the game's production. In a meeting showcasing future projects from other companies we noticed that another studio was doing something very similar and was far into production, so we called it a day."*



Fear Factor Unleashed

Developer Playinteractive
Genre Mini-games

Fear Factor: Unleashed is a mini-games collection / arcade game based on a TV Show, that was in development by Playinteractive in 2005, for the original XBOX and PS2. Players would have been able to choose between single player and multiplayer mode, with 15 different mini-games and various challenge options. In the end the game was never released for unknown reasons, even if it could have been finished.

Falcone: Into The Maelstrom

Two years ago Point Blank had a vision that it believed would make the world sit up and take notice. Since the team has been working to bring it to fruition, and now it seems some else had the same idea. Edge investigates

EDGE Prieview interview

Format:	**Xbox/PS2**
Publisher:	**Virgin**
Developer:	**Point Blank**
Release:	**Q4 (US)**
	TBC (UK)
Origin:	**UK**

'2000AD' readers will be familiar with *Mealstrom's* tongue-in-cheek take on sci-fi. Murray's art stylishly brings Morrison's creations into three dimensions.

When the prescreen focuses for E101 are finalised, a previously unseen coincidence pans out across the issue flatplan. It seems fate's playing games, and the results could be interesting.

A week later at Virgin's HQ in the cafè-heavy backstreets of central London, development Virgin Point Blank is talking **Edge** through its 18-month-old project. The team's emphasis is one the title's individuality, on its position as forerunners developing a game genre crossbreed. At first it seems there's a point to be made here. *Falcone: Into The Maelstrom* sounds like it might be something unique, a blend of arcade-space dogfighting and firstperson gunplay wrapped in '2000AD'-inspired sci-fi-philia. Or it would do, but for that accursed twists of fate and the dark-burning star *(Bounty Hunter (note; Mace Griffin Bounty Hunter - released for PS2 in 2003).* And, while **Edge** hasn't seen the Warthog title yet - that trip is scheduled for later in this issue's genesis - it's clear the two titles are strikingly similar.

Which isn't necessarily a bad thing, of course - competition rarely is - but still, it's slightly unfortunate for both teams involved that two years ago they drew out identical plans for a solitary assault on videogaming's next generation. That duplicated idea: to offer potential space cowboys the chance to exit their ships and dash around enemy structures, seamlessly mixing an FPS with a purebred deep-space arcade shooter. Point Blank's concept plays by comic book, casting the player as a lovable rouge in a universe created and scripted '2000AD' stalwart Robbie Morrison. Lead designer **Damian Hosen** explains: "The player plays a space pirate called Gabriel Falcone, and you've got 20 levels,each of which has different objectives - maybe get a certain

character to this point, do this, and come back out again. But as a subtext to every level, because you're a space pirate, you're a thief, and have to break aboard and steal booty. Booty's stored in various places around the level, and you've got to find, say, 60 per cent of the total. The more you collect, the more your notoriety as a pirate increases, and the more things become available to you. So it has a console-style scoring to it as well."

Console styling

Despite previews in the PC gaming press, the team presses the point that *Falcone*, is, was, and always will be a console game. Perhaps that's because Microsoft, increasingly intrigued by the title's progress, is visiting today. Later, senior producer **Tom Gillo** will disappear to demonstrate some of the game's strengths to its rich American uncle. For now, he sits patiently, nervous while Hosen continues to take **Edge** through the team's beliefs: "We've been spending a lot of time and attention on the game world and bringing a sort of console styling the project, to make it really... thick. We never designed it as a PC title - we've always been going for a console method. Character styles, tempo, weapons - it's all for that sort of market. So there won't be a lot of difficult up and dowwn looking motions, because that's so difficult on a pad. All the level design has to fit nicely around a console input system."

Since they're so intent on making it clear that *Into The Maelstrom*'s destiny lies in the realm of TVs and joypads rather than keyboards and mice, what's the difference between developing a game like this for the PC and for next-gen consoles?

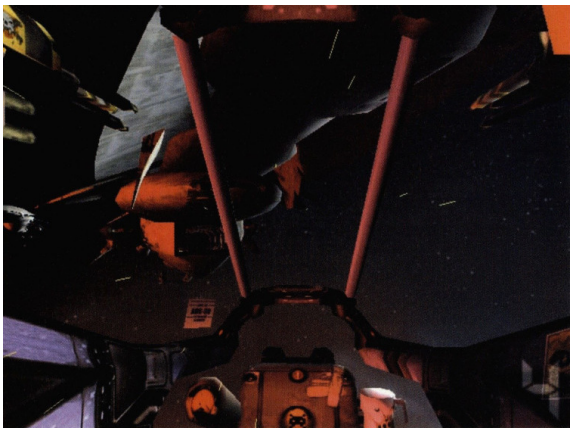
"Firstly, the singleplayer mode is far more important in a console game. I mean, *Half-Life* has redefined PC stuff, but we really wanted to make it..." Hosen's enthusiasm for this line of thought wanes, and he switches tack. "I mean, the look for it is very console, and that was key. We wanted to get away from the traditional firstperson palettes, the greys, and make it very colourful and vibrant." He nods towards **Matt Butler**, the creative director, who, like the rest of those present, spends much of the interview waiting for Hosen to finish his sentences.

"You also have a slightly younger market," continues Hosen, "and you have to presume they're a less hardcore FPS market. So you make it more accessible earlier in the game, and maybe have more character development, like *Metal Gear Solid*. And, from a design point of view, the control system is the key thing. You've got to make sure the levels are designed around the pad, rather than designed around a mouse and then finding it's too difficult with a pad. Those are the issues: accessibility and style."

"The look is very console, and that was key. We wanted to get away from the traditional firstperson palettes, the greys, and make it very colourful and vibrant"

Gillo sees his opportunity and picks up: "The pace of the game as well. Obviously there's the control - it's something we're going to refine throughout the development, exactly how you interact with the character and spaceships. It's quite a challenge for us to get it so the gameplay both exterior and interior feels right on a pad. Currently we're moving our development over to the title platforms, and we're in the embryonic stages of doing that, and thinking about how we're going to be able to control this."

There's and awkward pause, as if the team is trying to illustrate to **Edge** exactly how hard they've been thinking about it. Hosen's willing to break the silence: "The key thing is keeping the continuity between the two sections on the pad. Because the two game modes are seamless, because there's no loading times - when you board a ship,



Maelstorm's motherships are massive, and, while hangar bays will provide access most of the time, sometimes the player's entrances will have to be a little more creative. By ramming his ship hard against the target's hull at predetermined points. Falcone can punch his was in and get thieving

you're in the ship - it's got to work consistently between the two. And that's the biggest challenge."

Comicbook looks

The other thing the developer stresses is the way the recruitment of comicbook artist Jim Murray to a permanent position on the Point Blank team has impacted on the game. Butler explains: "We went to Forbidden Planet, and we were looking for concepts. The only thing we came back with was Batman and Demon, and it was by Jim Murray. And then the next week his CV arrived."

The team giggles. Fate playing games again. Hosen continues: "He's got a really stylised modern comic view, and we really wanted to... well, we gave him a brief insofar as we wanted this futuristic robot-style stuff." He pauses, and glances around at the fantastical pencil sketches that adorn the sterile office walls. "And pirates," he adds thoughtfully, grins and continues. "We didn't want the robots to be grey, tanned, bland. We wanted really colourful, vibrant, console-style characters in a firstperson game, which really hasn't been done before. We figured with the power of the hardware we've got now we can realise that."

And, judging by the startling similarity between Murray's initial sketches and the in-game models, the team presumably believes that's been achieved.

"We've managed to keep the integrity from the 2D characters and bring it into 3D without the need for cel-shading," says Hosen. "If you look at the concept work next to the models, you'll see that it's really bang on. And to see them moving is fantastic, and it's fantastic for Jim as well, of course, because he's always just worked in 2D, and all of a sudden his characters are moving around and speaking,"

Edge is shown a showreel of one of the characters, the Moskets. They're the lowest drone in the robot army, curled up in hibernating balls, and clinging dormant to the ceiling. When they're awoken they unfurl and drop to the floor, the AI state visible in the colour of their eyes - a touch inspired by the soldiers' alert marks in *Metal Gear Solid*. The robots place the ship's corridors like Raptors, and despite (or perhaps because of) Point Blank's decision not to use motion capture for the character animation, there's a threatening realism

Falcone: Into The Maelstrom's space combat shies away from lasers and super-shiny technology, preferring chain guns and scratched metal. As well as contributing to cynical futurism that pervades the space opera, the use of FPS-style weapons also helps blend the two parts of the game

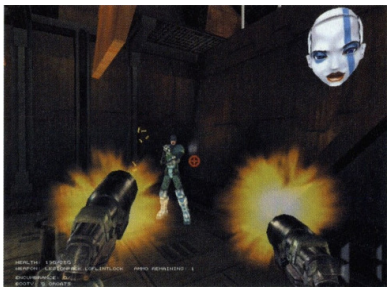
movement. If the player wishes, they can shoot the steel reptilian apart at the joints, stealing its chain gun to add insult to mecha-injury.

Also impressive are the team's plans for multiplayer (Hosen again: "We could do a level based around a big ship, and all the players start outside, have to get in, get the booty, and get out. We've also got standard deathmatch firstperson, a standard *Star Fox* dogfighting thing, and then there's the Last Man Standing game where all the pirates start in an arena"), something conspicuous by its absence in its soon-to-be rival.

"It comes from designing something that people want to play," the vociferous designer says, plainly. "I'm not going to be patronising and snobby and say, 'This is really clever, people won't understand it' because they will. They really will. They'll get the plot, they'll get the characters, they'll enjoy themselves, and that beats everything."

Simple words, stated with quiet confidence, Point Blank's ideals are convincing, and, were their plan unique, the team's impressive self-belief alone might be enough to make Into The Maelstrom a certain success. But fate hates certainties, and that's where things get interesting...

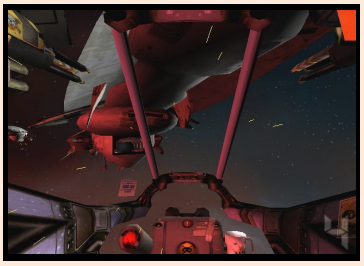
Players will receive advice throughout each mission, dispensed via avatars in the top-right-hand corner of the screen. Here, Falcone must act as bodyguard for a chubby suicidal colleague

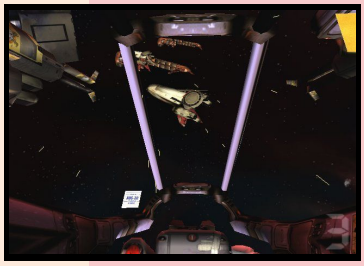


Dramatic space vistas outside the windows are pretty enough, but gain new import when a space battles rages outside. Point Blank promises mounted guns that will allow ground-based players to involve themselves in the arcade-modelled vacuum combat

Falcone: Into the Maelstrom

Developer Point Blank
Publisher Virgin Interactive
Genre Action, First-person shooter





Falcone: Into the Maelstrom was developed as a action/FPS hybrid that may have been too ambitious for it's time.

In the game, players would join one of two warring pirate bands battling for control of deep space. Initially players would dogfight around massive convoys of dreadnoughts in their own combat fighters, but as security and defenses are breached, players would embark upon internal raids aboard the vessels. The game would feature both space combat and first-person shooter modes, 20 single-player missions, five multiplayer maps, comic-book-style visuals, a plot penned by Judge Dreddwriter, Robbie Morrison, and various reputation-based NPC influencers.

Fighting Force 3

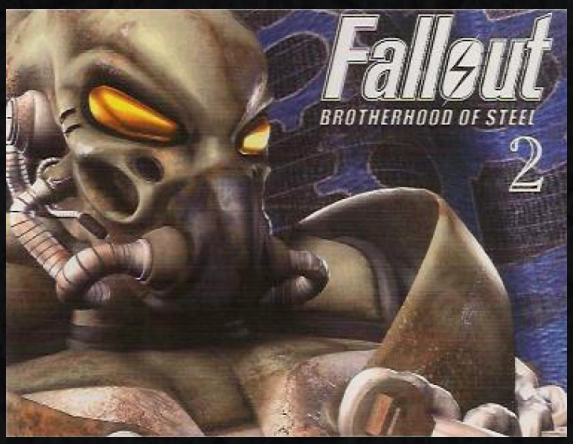
Developer Brain in a Jar
Publisher Acclaim Entertainment
Genre Racing

Fighting Force 3 is a canceled game that was in development at Core Design for PS2, Xbox, and maybe on GameCube between the years of 2002 and 2003. The game went back to their roots with classic beat 'em up gameplay, with a fully playable coop mode, and 4 different characters to choose from: Hawk, Mace, and Smasher, returning from the first game, and a new one, Jill. Alana was not going to be present in the game.

The player would have been able to fight their way through several different levels, using punch-kick combos, weapons and interacting with the environment. The environment could be used in different ways, such as breaking down a water tube to use it as a mace, impaling enemies on iron bars, throwing them under moving trains or against barrels on fire to burn them.

"fightingforce.fandom.com"

Fallout: Brotherhood of Steel 2



Developer Interplay Entertainment
Publisher Interplay Entertainment
Planned release Q4 2004
Genre Third-person shooter, action role-playing

Fallout: Brotherhood of Steel 2 is the canceled sequel to Fallout: Brotherhood of Steel, and was in development by Interplay Entertainment who would self-publish it. The development of the game started before the completion of the original and its development caused the cancellation of Black Isle Studio's Fallout 3. Like Fallout 3, the game was near completion when it was canceled. Like its predecessor, the game would have used the Dark Alliance Engine. It was targeted for a Christmas 2004 release date.

Like other Fallout games, the game would have used a reputation system, only simpler. The game would have featured fourteen new weapons and ten new enemies. Depending on whether the player is good or evil, the game would have played out differently. Each of the four characters that were playable would have had a different fighting style, therefore each time the player played the game, they would have a different experience. It would have had two player co-op action for players to experience the game with their friends. The Dark Alliance Engine would have been fleshed out and player experience would have been refined. A new sneak system would have been added to the game. This system would have allowed players to stealthily follow enemies or use a sniper rifle on them. For characters that could not use the sniper rifle, Interplay added a turret mode allowing those characters to use turrets.

While the main quest of the game would have been linear, how the player got to the conclusion would have been their choice. The main character would have been a Latino girl named Lilith, who was said to have a short temper with short black hair, green eyes and a sexy body. She would have worn a sports bra and jeans. Three other characters would be Maxus, the son of Cyrus, and Jaffe, a Brotherhood R&D worker who was pulled from duty due to Brotherhood/NCR tensions. Scarlet was a character that is completely albino, she was raised by Harold and inspired by the stories of Dweller, the main character of the original Fallout.

The plot incorporated some elements from Van Buren, the canceled Fallout 3 by Black Isle Studios (Caesar's Legion, the Jackals, Nursery), as well as the mutated G.E.C.K. from the canceled Fallout Tactics 2.

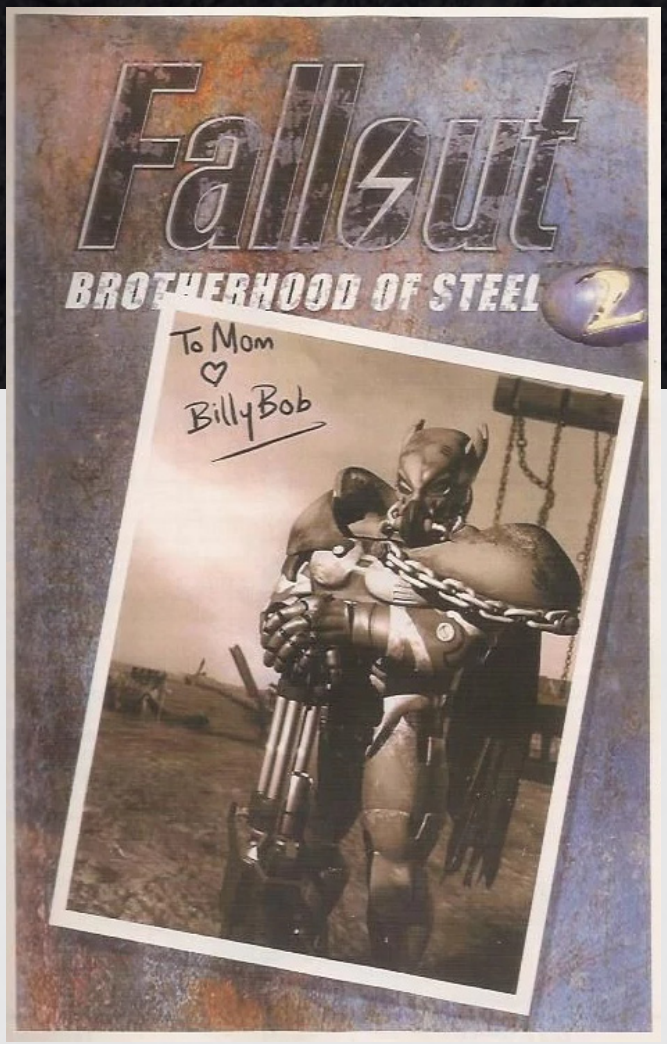
Each of the quest's solutions would have been based on the player's skills and reputation.

The cancellation may have come about wheen Interplay knew the first BoS game wasn't very good. They were using it as a platform to pay for the development costs of the engine and to fund the second game. They went out of business before they were able to execute this plan

Fallout: Brotherhood of Steel 2 design document

The Fallout: Brotherhood of Steel 2 design document was leaked on March 11, 2009 on the website Game of the Art. It was written by Brian Freyermuth and contains the design specifications for the canceled Fallout: Brotherhood of Steel 2.

On these pages, excerpts from the design documents are included.



Fallout: Brotherhood 2

Author: Brian Freyermuth

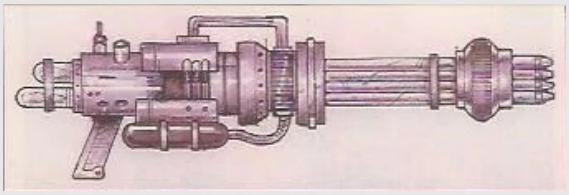
Confidential 1/29/2004

Overview

Play It Again, Harold

Fallout: Brotherhood of Steel 2 builds on the grand tradition of its predecessor. The original **Fallout: Brotherhood of Steel** was basically a high-octane action-RPG that took the Fallout universe to a whole new level. The sequel will take this a step beyond, adding new quests, new towns, new player characters, new weapons... you get the dritft. Basically you take everything that was fun about **Brotherhood of Steel** and then crank it all up to 11.

This isn't to say that **Fallout: Brotherhood of Steel 2** (or **FBOS 2** as we call it) is just a rehash of the first one. Most experiences for the player are getting a major overhaul. In fact, most of the quest structure and character structure is going back to what made the original **Fallout** fun.



Key Points

Console: Playstation 2
Peripherals: Analog Controller (DUALSHOCK™ 2), Memory Card (8MB)(for Playstation® 2)
Genre: Action \ RPG. Combat heavy action mixed with four distinct characters, each with their own skill set.
Target audience: Male ages 18-28, both gamers and mass market.
Gameplay: *Baldur's Gate: Dark Alliance, Hunter: The Reckoning, Gauntlet: Legends, Fallout, Fallout 2, Fallout Tactics, Crusader, Diablo 2*
Style: Mad Max, The Road Warrior, 50's sci-fi films

Goals for FBOS 2

• **To continue the FBOS line with a action-packed sequel.** With more guns, more creatures and more flexibility to the quest structure. This includes:

  ○ **Reputation.** The game will unfold depending on what the player does. If the player wants to be the Hero who rescues small kittens from trees, the game will progress along those lines. However, if he wants to be the Scourge of the Wastes, and shoot little old ladies who are trying to cross the read, the game will shift accordingly.

  ○ **New Items.** The game will include 14 new weapons, 10 new monsters, and 4 different player characters. It will also include new quests and a whole new storyline.

• **Stroking the Player's Ego.** Whether the player plays the game as a good guy or a bad guy, the world should quake when he walks past.

• **Character Development and Replayability.** There are four playable characters in *FBOS 2*, each with his or her own skill sets. The game will be tailored so that one person playing the gun maniac will have a completely different experience than the person playing the Black Ops soldier.

• **Reuse the Fallout: Brotherhood of Steel engine.** We've now had time to flesh the engine out, so that means we can spend more time refining the experience for the player.

• **Mature audience.** Also continuing the tradition of the Fallout games, the game will have plenty of ugly monsters to gib, NPCs to seduce and cuss out, and plenty of the black humor that the series is known for.

• **Multi-Player.** Join a friend for blood and carnage! Play **Brotherhood of Steel 2** alone, or have a friend join you in 2-player cooperative multiplayer mode. Imagine your friend sneaking through a door, or blowing open a safe, while you go in guns blazing. Extra areas and secrets will also be available only in multiplayer mode.

• **Targeted for release in Q4 of 2004.** All of the design points to a kick-ass game that can be ready for the Christams season, 2004.

Stealth and Sniping

And for those who like the finer things in life? There's the Stealth Character. A brand new Sneak Mode will be added to ***FBOS 2***, as well as other thieving abilities, such as Lockpicking, Stealing and Backstabbing. The shadier player can sneak up to a Ghoul, take him by the throat and rip open the jugular. Is there a Super Mutant patrolling down at the end of the hallway? No problem. Just pull out your trusty Sniper Rifle and take him down with a shot to the head

Different Strokes for Different Folks

So how do the different characters and their skill make the gameplay vary? Harkening back to the original **Fallout**. ***FBOS 2*** will have a quest structure that is directly related to two things: The Players' Skill and the Player's Reputation. Do you want to play the game as a sneaky assassin who doesn't care about morals? The quest structure will let you, Do you want to play the lone hero, always saving the innocent and the weak? You can do that too.

What the player does in the game will affect what happens later on. Remember all those puppies you shot down in Lubbock? Well, the Lawmen in Lone Star will remember, and they'll react ac-

cordingly. Not only that, but if your reputation gets low enough, you'll get lucrative side quests from the dregs of society. Quests those do-gooders wouldn't even tough.

And the same goes for the other end. If you're known for helping old ladies across the street, then the Lawmen will have some jobs for you.

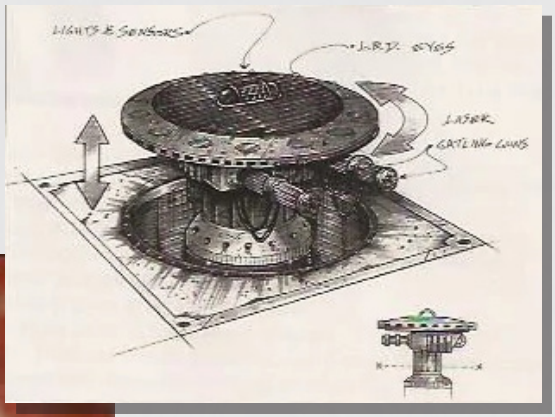
While the main quest stays linear, what you do to get to the end is entirely up to you.

Sniping and Turrent Mode

Fallout: Brotherhood of Steel 2 will also introduce Sniping Mode. Basically it works like this: the player equips the Sniper Rifle and activates its special attack. The players's character then lies down on the ground, and the player now has control of a targeting cursor. This cursor is then used to fire the sniper round, doing upwards of 2x normal damage. This cursor is restricted by line of sight and the player's Sniper Skill.

There is also Turret Mode, for those characters that cannot shoot the Sniper Rifle. Turret Mode is basically the same as Sniper Mode, except now the player is in control of a heavy machine-gun turret.

There will be missions in the game where you have to take out a bad guy, or in which you have to mow down an army with a single machine-gun turret. All in all it comes down to a variety of gameplay.



Player Characters

Lilith

Background: Lilith grew up in the BOS, like most recruits. She is extremely hot-tempered and rash, but her range skills are unequalled. Most of the elders in the BOS put up with her attitude because of the potential.

Physical Description: Lilith is Latino, with short black hair, green etes and a killer body. She has no tattoos, and tends to wear a sports bra under her tank top. She likes to wear jean shorts, almost like Laura Croft shorts.

Weapon Preference: Lilith can use Dual Weapons, but cannot use Big Guns. She is fast, but her health is less than the others. She also gets a good opening bonus for all Small Guns (Pistols and Rifles). Cannot set traps.

Special Abilities: *Each character has three different special abilities that the player can buy throughout the game.*

1) Dual Weapons: Open up Dual Weapons.
2) Energy Charge: The ability to charge up energy weapons. Use square button to charge.
3) Final Move: Unload Clip: Only works if the player has a ranged weapon in hand. This will unload 20 bullets into the enemies around the player. Long charge up time.

Maxus

Background: Maxus never liked the quiet life. When he was a teenager, he ran into a Brotherhood Paladin, who convinced him to join the cause. While Maxus doesn't like small guns too much, the large weapons in the BOS arsenal impressed him. He is the only link to FBOS 1, as his father was, you guessed it, Cyrus.

Physical Description: Similar to Cyrus, of course, except a bit smaller. Maxus likes jeans and a simple t-shirt.

Weapon Preference: Maxus can use Big guns, but cannot use Dual Weapons. He also has a disadvantage with Small Guns. He gets a good opening bouns to melee weapons. Cannot set traps.

Special Abilities:

1) 1-2-3 Combo: Opens up the ability to do the third attack on all melee weapons.
2) Melee Charge: The ability yo charge up melee weapons. Use square button to charge.
3) Final Move: Flaming Fist of Death: Maxus' weapon disappears, and he charges up. Then he does a five-hit combo on the creature in front of him. Long charge up time.

jaffe

Background: Like Lilith, Jaffe grew up in the BOS, and from an early age he was fascinated by fire. He also had an fascination with taking things apart and putting them back together again. As time went on, he was sent to the demolitions department of the BOS for R&D, but as the tension between the NCR and the Brotherhood mounted, they pulled him for active duty.

Physical Description: Jaffe is a short, yet thick man about five feet, six inches tall. He has little neck and likes to wear a nice little beatnik goatee perched on the tip of his chin.

Weapon Preference: Jaffe can use all weapons except Dual Weapons. He starts with an advantage to all Explosive Weapons. He can also get the ability to Set Traps.

Special Abilities:

1) Set Traps: The ability to set explosive traps, like landmines and such. Use Square button.
2) Quick Hands: The ability to throw out four grenades out in a fan of death. There is a charge up time.
3) Final Move: Death Flower: 12 grenades pop out, making a circle around the player. Jaffe then drops to the ground to cover his head as everything explodes. Long charge up time.

Scarlet

Background: Scarlet was born an albino, and her fellow citizens immediately left her out to die in the desert. An old mutant named Harold found her, and took her in. She travelled with him all over California, listening to his tales of adventure with the Vault Dweller. Finally, when she was old enough, she joined the Brotherhood, thinking that she would one day return to her birthplace and raze it to the ground. Her initial tests showed a certain... moral ambiguity that led her into the Brotherhood's special ops division. There she learned the art of snipers and stealth, and she became of the best black ops the BOS had ever seen

Physical Description: Scarlet is what one would call an "albino hotty". She has pale, almost white skin, with thick white hair. She is five-foot seven, and has a body to die for. She dresses in red leather, like a red version of Trinity in the Matrix movies.

Weapon Preference: Scarlet can use all weapons in the game, but she has a disadvantage to each. Also, her Stealth Skill does not work when handling Big Guns. She is proficient in rifles.

Special Abilities:

1) Death Dealer: This gives the player a 10% chance of instantly killing any creature.
2) Nine Lives: This gives the player a 20% of getting up from a fatal wound.
3) Final Move: Nightstalker: If Scarlet drops down below 20% health, she can press the Square button to go invisible for 10 seconds. Either to get away or attack without counterattack.

Critters

The Good, the Bad and the Ugly

And what would a Fallout game be without a wide variety of creatures and people who would rather gnaw on your leg than look at you? There are a variety of baddies in the Wastes. Some will become your friends depending on your reputation. Some will shoot first and ask questions later. And still others will try to use you as a nice chew toy.

So why would you want to kill things? Besides from the obvious fun of watching a Rad Scorpion blow up into little-bitty chunky bits, the player has the satisfaction of looting the bodies and gaining valuable experience points. **Plus**, did I mention that it was just plain fun?

But be careful, because what you do and who you kill could come back and haunt you. Think it's funny to kill of a bunch of thieves and cutthroats in the beginning of the game? Well, it is until the buddies of those thieves and cutthroats meet up with you in a dark alley later on...

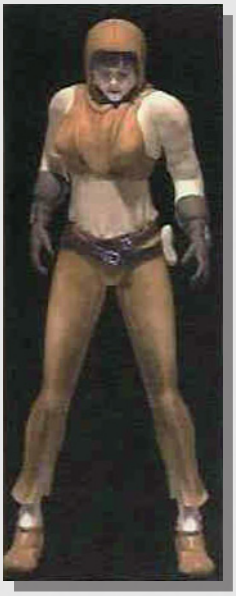
There are a total of **10 new creature models** in ***FBOS 2***. That's not including all the old models from the first game. And this time around there's a little more variety, giving us a plethora of critters for the player to deal with.

Friends

Who your friends are depends on your reputation. If your generally liked by the populous, the Lawmen might be willing to talk to you. If you're lower than a rattler's belly, then the Lawmen might open fire on sight. The good news is that those thieves and cutthroats mentioned earlier might really like you.

For the most part, your friends will help you by giving you quests, experience points, items to barter, etc, etc. Just don't expect them to be very generous if you decide to blow up their town.

Friends consist of **Humans**, **Super Mutants** or **Ghouls**, depending on your reputation.



The Bad Guys

These are a little easier to categorize. That's because these critters will either start shooting at you as soon as they see you (The Jackal Raiders) or they'll start chewing on your backside simply because it tastes good (wild animals). Here's a quick rundown of the varmints that you'll have to send back to the dust where they came from:

The Jackals:

These are the only Raiders in the game that will shoot to kill, no matter if you are a Blackbeard the Pirate or Mother Teresa. The good news is that you can pretty much have fun destroying every last one of these vermin.

Different groups will have different levels of equipment. Some might be little more than psychotic junkies with knives and nothing to lose... other may have the equipment and the training of a small army. None of the like you.

Vermints:

This pretty much sums up the wildlife of ***FBOS 2***. As the player progresses through the wastes, he can encounter mutated critters. Anything from Giant Rattlers to Mutated Prairie Dogs.

Add in some Mutated Plants and Fish and you get a deadly concoction. Here are some of the more deadly creatures of the Texas countryside:

The Texas Rattler: This giant rattlesanke is no bark and all bite. Weighing in at 500 pounds and standing almost six feet tall when upright, this critter can really ruin a man's day. The good news? The radiation and the growth diluted their poison. Now you'll only get sick if they bite you, instead on stone cold dead. Of course, they don't need poison that much. Not with fangs six inches long...

Giant Naked Molerats: Yup, the Naked Molerats from Fallout 1 are back after a long hiatus. And they're meaner than ever. Standing over three feet at the shoulder, and weighing in at around 200 pounds, these critters are fierce and dangerous, and ten times as ugly. The only food news is that their eyesight is poor in daylight. You just don't want to meet one in a dank, dark cave.

Wild Mutant Coyotes: Imagine a large, wolf-sized coyote trying to take your face off. Now imagine a pack of them. Sounds like fun? Then you'll love these scavengers. They hunt in groups, and they are always looking for a little meal to tide them over until nighttime. You just happen to be the next thing on the menu.

Other critters: Beside these, there are other creatures ready to take a chunk out of your hide. Giant Kangaroo Rats, Mutant Plants and Fish and others are out there for you to come and turn them into Kibble. Add to these the old favourites from **Fallout: Brotherhood of Steel**, like the **Deathclaws**, **Rad Scorpions** and **Giant Rats**, and we'll have plenty of stuff for the player to kill.

And don't forget the humans, Super Mutants, Ghouls and Raiders that are on opposite factions than you. All in all, the action never quits in ***FBOS 2***.

Stage Bosses

Stage bosses are special creatures who mark the end segment of the game. In some cases, stage bosses are variations on the general population of creatures - an Albino Rattlesnake may be a stage boss early in the game, but may be encountered in groups later in. In other cases, stage bosses are completely new creatures... individuals who have an important role in the story as enemies of the player character and humanity in general. Either way, stage bosses are meant to be tough, look deadly, and act smart. It's rare you'll be able to beat a stage boss through brute force. More often, defeating a stage boss will require a more "puzzle-ish" solution, requiring the player to make use of the environment or employ particular strategies.

Equipment

Survival 101

A game wouldn't be Fallot without equipment. Guns, knives, Geiger counters, stimpacks, and Rad-X. All things that the survivor needs to get through the hazards of the wastelands. Here's a small sample of the implements of carnage at the player's fingertips:

Guns, Guns and More Guns

Let's face it. The one thing people like the most about the Fallout are the guns. Sure people use melee every once in awhile, and we even have a Melee based character. But the thing that gives us the biggest thrill is to blow away a Super Mutant with a high-powered Plasma Cannon before he even gets down the hallway. Because of this, the emphasis in ***FBOS 2*** will be the guns. 10 new guns will be introduced, and the melee weapons from the original are scaled back accordingly.

The setup is also going to stay the same. Target your enemy with the shoulder button, and strafe around them, with the occasional dodge to get out of the way. Some of the new weapons are: a handheld rocket launcher for those who can't use Big Guns, a gin that shoots a rapid spread of red-hot needles, a sniper weapon with its own Sniper Mode, and more.

Up Close and Personal

Although the emphasis is on ranged combat, there are still enough melee weapons for those who like getting up close and personal. Both Maxus and Scarlet are melee specialists, and each will have advantages using the myriad of blades and hammers in the game. Scarlet will be especially deadly with ther various swords that only she can use. There will also be more melee combos in the game, making the hand to hand a little more intricate.

Uber Weapons

Not only does the player have a choice of 40+ ranged and melee weapons, but there is also an Uber Weapon he can construct as he makes his way through the game. This Uber Weapon will be broken into 5 parts, each scattered through the levels. The player can either put this weapon together himself (If he's playing Jaffe), or he can pay an NPC to put it together for him.

The following are the Uber Weapons, by character:

Lillith:
Weapons Name: Dual "Squirts"
This dual mini-rocket launcher needs some enhancments before she can wield two of them for maximum power.

Maxus:
Weapons Name: Tesla Cannon
Talk about a work of art. The Tesla Cannon is a high-powered mass-cannon, throwing tessellated plasma forward in an orgy of death and destruction. Don't try this at home.

Jaffe:
Weapons Name: "Fat Boy" Portable Nuclear Bomb
Presenting the "Fat Boy", for all your daily needs. This handy little baby packs all the power of a nuclear bomb, with little of the clean up! Batteries required.

Scarlet:
Weapons Name: Ancient "Dragon Heart" Tang of Quiet Death
Legend says that this ancient weapon could cleave stone bricks and still be able to chop up aluminium cans. It is rumored that this sword was broken into five parts, to protect the world against its destructive power.

Other Equipment

Which, of course, leaves us with the rest of the equipment in ***FBOS 2***.

The usual Health Kits are in the game, including **Stimpacks**, **Rad-X** and **Psycho**, Some other equipment that the player might find useful:

- **Armor:** There will be various pieces of armor scattered throughout the game, from **Leather Armor** to **Advanced Power Armor**. Like *Fallout: Brotherhood of Steel*, the player's character will be updated as the character dons armor.
- **Nightvision Goggles**: This is the state of the art in night vision. Put these on and the screen goes green, and all your enemies pop up like fireflies. Don't ever let them sneak up on you when the sun goes down!
- **Underwater Suit**: For those days when you really need to walk on the ocean floor. This handy-dandy scuba kit let's you enter the ***FBOS 2*** underwater level, where you'll have to battle mutant piranhas.
- **Motion Sensor:** A great way to tell where the enemies are and what they're doing. This can hook right into the player's map.
- **Cars:** At one point in FBOS 2, the player will come into possession of a car. This handy vehicle will help him go back to previous levels, or go on to the next level without having to walk the great distances between towns.
- **Stealt Girl:** For Scarlet, a great way to get past the bad guys is to not be seen by them. This little device helps, making her invisible for a time. Batteries Required.

Story and Quests

Life is a Stage

When you think of the *Fallout* series of games, a few things always come to mind. A good story, with multiple locations. Quests with different solutions depending on what character you play. Grungy broken down cities, blasted wastelands and clean, sterile Vaults.

FBOS 2 has that and more.

A great game can get away with having a bad story. A great story in a game can be hamstrung by a poor game. The good news about *FBOS 2* is that, now that the core of the game is done and published, we can focus on making a great game AND a great story. For only those games that give both will be remembered for years to come.

Quest Structure

For *FBOS 2,* the quest structure will be set up a bit differently. Not only will quests be based on the player's Reputation, but also on his skill set.

Let's say that you need to get through a locked door. If you're playing Scarley, you could set up your electronic lock pick and have that door open in a minute flat. If you're playing Jaffe, your could hook up a block of plastique to the door and just blow the damn thing open.(Although that would alert every bad guy within a city block to your presence). If you're playing Maxus or Lilith, you could find the control room, shoot everyone inside and then open the door through the control panel.

Also, halfway through the game, the main plot will branch, giving the player a chance to play on either the side of good, or evil. The whole game will be geared towards giving the player the illusion of choice, in a linear structure.

The Background For the Story

Miles Reese joined a raider group who called themselves the Cyphers. These raiders were the complete opposite of the Brotherhood of Steel. Instead of revering technology, the Cyphers hate it. Yet, even in their circles, Reese was too reactionary for their tastes. His hatred for the Brotherhood ran deep, and he wanted to wage war on them.

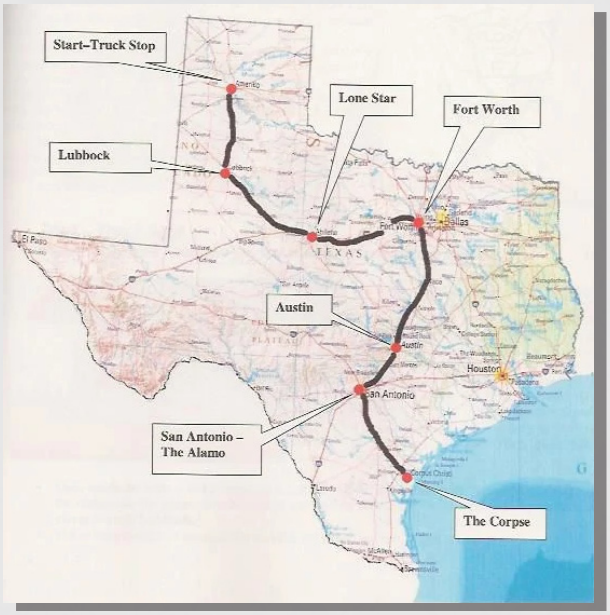
It was while he was doing research that Reese discovered the GECK, or Garden of Eden Construction Kit. Knowing that the GECK had the ability to transform the land, he thought this might be the key to a new world. So one day Reese found the Nursery, where the GECK was made, and stole the prototype.

However, as Reese headed down to the Gulf of Mexico, as Reese headed down to the Gulf of Mexico, the prototype started working on the way down, leaving a strange patchwork of plants all across the countryside. When he hits the Gulf of Mexico, he finds his basin of life, and then spends the next five years working on making the GECK bigger and better. But no one could predict what effect a magnified GECK could have on the FEV environment. Strange weather effects, jungles propping up in the middle of the desert and the Gulf... came back, flooding the military compound. Reese's bio-tech compensated, making an organic shell around the base, and air holes to the surface of the water. And still he worked on creating a new world... one without humans... an Eden.

And that's where the raider group, the Jackals, come into their picture. Reese's hatred of the BOS runs deep, and he wants to see what happens when they don't have their toys. So he sent the Jackals out to steal the technology from the Brotherhood. What Reese hasn't told Banshee, the leader of the gang, is that each of the Jackals are infected with a bio-organism, grown by the GECK Mini-bombs, to detonate at will. You see, once the New Eden device is ready, he plans on detonating the Jackals, destroying the technology with them. And then his new Eden will spread across the land, reclaiming this world and restarting it over.

Locations

Like the original Fallout, the player will visit many locations on his way through the story. He'll travel through Texas, solving various problems, until he finally has to face Reese before the madman destroys the world with his modified GECK.



Act One: In the Beginning

The player starts the story being briefed by a superior. It seems that the Brotherhood has detected an energy surge in the southern part of Texas, and they're sending you and your squad to check it out. He also tells you that there are a couple of BOS forts down there, but with the tensions going on they can't get a message down to them. That's where you come in.

On your way down, you and your squad are suddenly attacked by a group of raiders. These raiders, however, are dressed in Power Armor and have massive weapons. Your squad is caught completely flat-footed. As a blast from a plasma cannon knocks you down, the leader of the Raiders, **Banshee**, approached and strips off your armor. You are left for dead.

However, a wandering ghoul, good old **Harold**, comes across you just as you are about to kick the bucket. He heals you, and then helps you walk off...

And the story begins.

Start - Truck Stop

[4 maps; 2 small maps - Truck Stop Exterior and interior, 2 medium maps - Junkyard]

Stopping place for caravans. Harold brings the player here in the beginning. Consists of a dozen houses and a truck stop. Instead of gas, tanks, there are feeding troughs, that sort of thing. The north and south roads the player cannot go yet. And the east gate can be opened when he talks to **Stella**, the truck stop owner. When asked about the Jackals, she points the player into the junkyard to the cast. Seems the **Jackals** invaded there awhile ago, looking for parts to scavenge. But beware; there are "giant naked rats that are ugly as sin" out there. What are they, you ask? Why, giant naked molerats, of course.

- Once inside, he finds a Jackal holed up in a shed with ten molerats outside. After much threatening, the raider tells the player that the Jackals are heading south. They were supposed to pick up some slaves down in **Lubbock**.
- Players must also find a gearshift for the pink car. When he does, he can get out of town.

On the Road

[6 maps; 1 small map - Farm, 3 medium maps - Garden, 2 medium generic fighting maps]

On his way down to Lubbock, however, the driver wrecks the car. The player then comes across a small farmhouse with a woman named **Fey**. She has kids in the yard, but no husband.

Anyway, it seems that a bunch of giant rattlers have taken over her garden. Going through the maze of giant corn and giant veggies, the player comments on how odd it is. Then he comes across and albino rattler... and the one controlling it all: Harry the Rattlemaster. Take both of them out and return to Fey. She tells him that Harry was a vagrant that came up from Lubbock. Player's rep goes up.

From the farm house, the player will go through 2 medium fighting maps on his way to Lubbock.

Lubbock

[5 maps; 2 medium maps - Town, 3 medium maps - Airport]

Once he reaches the town, he finds the human residents being attacked by ghouls. Seems the ghouls are mad because a number of their people have been found missing, and they blame the humans. The humans also have had a number of their own kidnapped, and they blame the ghouls. The player can help the humans, the ghouls, or both.

- Basically Lubbock is broken into two parts, **Ghoul Town** by the airport, and the **Square**, run by the humans.
- Who's behind this? Why, the Jackals of course. Once things are straightened out, the player finds the raiders holed up inside the airport.
- In the airport, the player fights a Jackal named **Bulldog**, as Banshee gets away.
- Important: If the player frees the slaves, the player's rep goes up. If the player kills them or leaves them there and skips town, then rep goes down.
- Anyway, the player learns what Banshee's plan is: He wants ot take on **Fort Worth**, which is the biggest BOS outpost around. He was hoping to use the slaves as fodder.
- The only road out is the road to **Lone Star**, the trading center of Texas.

On the Road Again

[2 maps; 2 medium maps - hills]

Across the hills. As the player makes his way across the freeway system to Lone Star, he will fight giant rattlers, big mutants, Prairie dogs, huge mutant Kangaroo Rats and mutant dogs.

We can also have some side quest in here, like a caravan that's broken down, and the player needs to fend off a horde of mutant critters in order to save them.

Then it's off to Lone Star, the jewel of Texas.

Act Two: Lone Star

Lone Star

[12 maps; 4 medium maps - town, 8 medium maps - Basements]

This is a big town, with various groups that the player can hook up with. Some of the groups in the town:

- **The Ghoul Trading Company**
- **Caesar Raiders**
- **The Lawmen**
- **The Hand Gang (thieves and thugs group)**

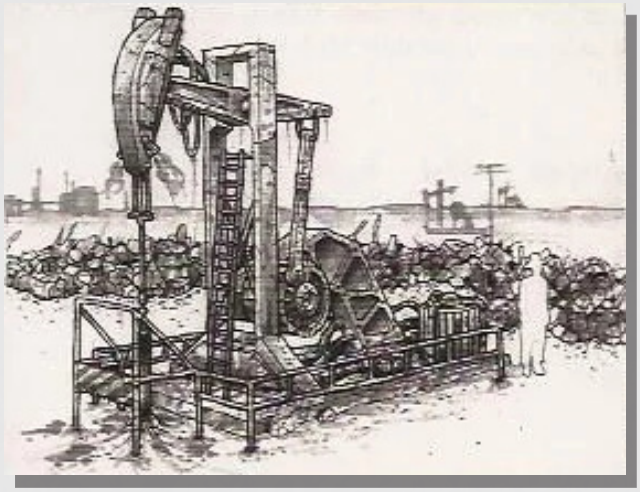
The player will be able to get 1 - 3 side quests from these groups, depending on the reputation. For example, if the player has a low reputation, then he will be able to talk to the Hand and the Raiders. But the Lawmen will not speak to the player, except maybe give him a warning.

All of the quests in this town will have to do with talking out the other groups or the GEK. For example, the Lawmen want the Hand of Gang wiped out. They'll hire the player to do this, if his reputation is good enough. Or the Ghoul Trading Company is having trouble with the raiders, that sort of thing.

Lone Star will also have the old **Abilene Vault** (Vault 39), but the player cannot get in yet. There are also rumors around town of a strange man who came to town bearing seeds. Seeds that were planted on the east side of town. (Which makes up the Farm).

Also in town is a strange individual named **Reese**. He's a heavily cloaked Cipher. If the player is playing Jaffe, he can understand him, otherwise it's all gibberish. He will also give some side quests to Jaffe, like getting some equipment and such. There is also something strange about the Cipher. Things... move... underneath his cloak.

Anyway, the player finds out that the Jackals came through town on their way towards **Fort Worth**.



On the Way to Fort Worth

[1 large map - Hills and Plains]

More road kill. Except this time there is going to be some strange plants, all huge and misshapen. The critters are also going to be bigger and more vicious as the player makes his way though the hills.

The player also meets up with a group of Caesars. If the player helped them out in Lone Star, they'll sell him stuff, if not, they'll attack.

Forth Worth

[4 maps; 1 medium map - the Fort, 3 large maps - Underground]

Fort Worth is a BOS base. When the player gets here, havoc has already been unleashed. Dead bodies everywhere, broken and smouldering walls. On the upper level, the player must figure out how to get past two huge tanks sitting in the courtyard.

The rest of the maps are underground levels of the base. The player must fight his way past Jackals, as well as past Brotherhood traps. This is also where the player will meet **Cyrus**, Maxus' dad. He will fight the player until he gets killed... by Banshee.

The last level is a boss level, against Banshee. When the leader of the Jackals is defeated, the player threatens him, and Banshee gives him a key to the vault in Lone Star, and says all the answers are there. But before he can tell the player who's behind it all, he explodes...

Lone Star Vault

[3 maps; 3 medium to large maps - the Vault]

Now the player has key to the Vault. He can also do any quests that he hasn't done before.

The vault is made up of three levels. Inside is basically a jungle. Huge, mutated plants and plant walls, that sort of thing. The player will fight mutated plants as the ecology tries to desperately kill him.

At the bottom of the vault is another key and a GECK. There is also a desk, with a map. The map shows the origin of the Nursery, and small circles as Reese moved south. Finallt, there is a large circle around the city of Austin, and the words "number 2" written there.

There are also bios of Banshee and the Jackals, as well as a map showing key Brotherhood locations.

Next to the Vault is a broken-down shed. The player finds the key and opens it, leading to a car. (A '59 VW Bug if we can). The player gets in and the car drives off as the screen goes black.

At this point the player can use his car to return to Lubbock. He can also head towards Austin, which will bring about the end of Act II.

Austin

[7 maps; 5 medium to large maps - the city, 2 medium maps - Power Plant]

The car comes into view as it sputters at the edge of the city. The player needs gasoline. That's going to be a hard find in this day and age, so the only thing he can do is check out the city and hipe he finds some.
The city is run by Super Mutants. But they are Super Mutants led by one called **Keats** - who is highly intellectual... and who has given up on the whole "taking over the world" thing. He envisions a world where humans and mutants can live together.
Here's where the player rep comes in handy.

- If the player has a good rep, then Keats will ask him to clear a place in Austion that been infested with mutated plant life. Seems the power station went offline because of it, and he needs the player to turn it back on. He would do it himself, but

he wants to show his "people" that a human can be trusted. This is where the player also finds a gas station with a working pump, as well as a second GECK and a strange data chip.

  - ○ When the player gets back, Keats listens to the player's tale of mutant plants. He nods, saying that he has read about something like that. The player leaves the GECK, and Keats will have his scientists try to find out what it is. Meanwhile, Keats has another job for the player. He has overheard that a group of raiders calling themselves the **Twisted Hairs** are marching against the BOS outpost in the region, this one in San Antonio. The player can run there and then come back, and his research into the GECK and the data chip should be done.

- If the player has a bad rep, then he will be approached by a Super Mutant named **Shale**. Shale wants the player to clear out the plants too, but for a different reason. He needs the power on, because he wants the player to open a small weapon depot on the other side of town. He wants to take control from Keats. This is where the player also finds a gas station with a working pump.

  - ○ Shale will then tell the player about the Twisted Hair attack, but this time for a different reason. If the player wants, he can join the Hairs and take out the Brotherhood. Lots of good weapons and armor there. Shale also takes the datachip and offers to interpret it... for a price.

Either way, the player can pile into his car and head for three different locations: Lubbock, Lone Star, or San Antonio.

San Antonio - The Alamo

[5 maps; 1 medium map - outside the Alamo, 4 medium maps - Underground]

The Alamo. The War was merciful to this city. Only 1 bomb fell, blasting the northern part of the town into a crater. The Alamo, by chance, was completely untouched.

About fifty years after the end of the War, the Brotherhood moves in, making it the main base of operation for Texas.

And now it's under siege. This section of the game can go one of two ways, depending on who game the player the quest:

- Given by Keats: The player races through the crowd in his car, and the BOS lets him in. The commander, a stern man named **Paladin Haig**, tells the player the situation. For some reason the Twisted Hairs are attacking. The player will be charged to take out the leader of the raiders, a woman named Harpy. Once he does, Haig gives him a good weapon and sends him back to Austin.
- Given by Shale: The player stops the car outside the Alamo and meets up with Harpy, the Twisted Hairs' leader. She tells the player about the invasion and about how she was told about this place by a Cipher (Reese). The player is charged with getting into the Brotherhood compound and taking out Paladin Haig. Once he does, Harpy gives him a good weapon and he can go back to Austin.

Austin - Part Two

[No new maps, Use 2 city maps]

When the player gets back to Austin, he finds out about the data chip, either from Shale or from Keats. The plans on the chip point to an abandoned military base down in an area called the Corpse, down by the Gulf of Mexico.

At this point, depending on the Player's rep, the player can either be invited to a speech by Keats, or given a mission by Shale to kill Keats.

Either way, Keats will be assassinated and the player will be blamed. He will then have to run out of town, shooting or sneaking his way through Super Mutants who want his blood. Hop into the car, and it's off to Corpse.

The Corpse (Corpus Christ Naval Base)

[7 maps; 1 large map - City, 2 medium map - Underwater, 5 medium to Large maps - the Base]

The city itself is a huge wasteland, with just parts of buildings left sticking up out of the sand. The base is also submerged in water from the Gulf. Strangely enough, there is also a strange plant thing sticking up out of the water. The player has to visit the docks, where Jackal raiders wait for him. There are the cream of the crop, though. Full power armor and everything. After taking them out, the player finds a divers suit (think of the old metal 50s diving suit), and it's time to visit the base and see who's behind it all.

Underwater the player will fight mutated fish and other types of creatures to get to the base. Also, as he gets closer, the plants themselves will turn hostile towards him.

Then it's inside the base. Pretty standard as the player must fight past robot sentries, and some Jackals as well. At one point, he must make his way back to a previous level, only to find Shale waiting with a group of Super Mutants. It's time to fight it out. As the player gets closer to the main boss area, more and more of the area will be taken up with plantlife. Pretty soon he is walking through a jungle very similar to the Lone Star Vault.

Then on to fight Reese himself. The Cipher has vine things, and as the player watches, he manages to merge himself with the plant walls. It is his hatred of the Brotherhood that has led him here. And his hatred of you.

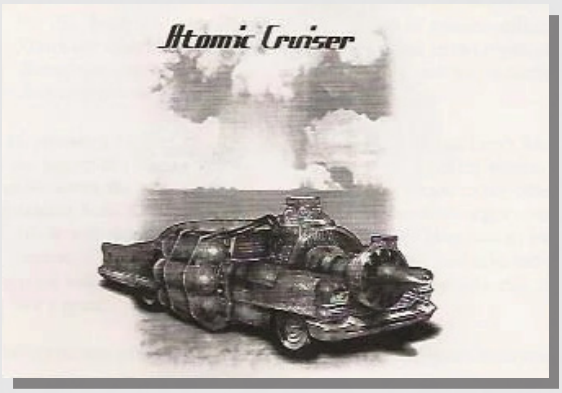
Then, in classic Fallout fashion, the player must overload the Super GECK and get the hell out of dodge before it all gets blown to hell.

Multiplayer

Just like Fallout: Brotherhood of Steel, up to two players can play FBOS 2 at one time. The screen will be split down the middle, and the gameplay itself will be advanced to male up for the multiple characters. All the enemies will have more health, and do more damage, and more experience points will be given.

The addition of the different characters will mean that the players can also help each other through the puzzles. One person can lockpick a door while the other stands watch. One character can take out the ranged enemies while the other deals with the melee bad guys

The will also be additional secrets areas and puzzles solutions for two players. Areas that can only be opened by combining the skills of the multiple characters.



Shared Caps/Skill Points

For multiplayer games, the player can choose to split acquired treasure and skill points equally... or play every man for himself. When starting a multiplayer game, players will be given the option to turn sharing on or off before starting the game. With sharing on, all acquired caps and skill points are split evenly between the two players. With sharing off, the player who gets the caps keeps the caps; the player who get the kill keeps the skill points (stage boss and quest rewards are still split evenly).

Difficulty Level

The game difficulty level, in addition to affecting the strength or creatures you'll encounter, can seriously affect how two-player games progress. Certain difficulty-dependent settings are handled differently for multiplayer games, to offset the additional power of a second player character (and offer more rewards as well). For instance, in "Easy" and "Normal" difficulty modes, you can only harm friendly creatures. In "Hard" and "Extreme" difficulty modes, all attacks will harm friendly creatures - including other player characters.

The Experience

And the Rest is History...

To sum it all up, ***Fallout: Brotherhood of Steel 2*** is going to take all that made the first *Brotherhood of Steel* great, and add even more depth. In a lot of ways, *FBOS 2* is taking the seres back to its roots, going back to what made the original Fallout great, while staying true to the console fans.

That means more action, more blood and guts, more weapons and creatures to hack and slash, but it also means so much more.

- A brand new Stealth Mode
- Four new player characters, each with his or her own skill sets and abilities
- New branching quests that have solutions based on the characters and their skills
- A new Reputation system, so that the player's choices and actions determine the plot and the storyline
- New creatures, new levels, new weapons and a whole new storyline

So kick back, pull up a can of minced Gecko, take out your shotgun, and wait for the fun to arrive. For nothing is what is seems when you venture out in the wasteland...

Game of Death

Developer Burns Entertainment Software
Genre Survival horror

Game of Death is a cancelled survival horror / action game that was in development for PS2, Xbox and Windows by German developers Burns Entertainment Software in 2001. It would have played somehow similar to Shadowman where players would take the role of a dying man who would try to kill down the most notorious serial killers of the 20th century, including Fritz Haarmann, Charles Manson and Jeffrey Dahmer.

Horror films director Joerg Buttgereit, who worked on movies such as Nekromantik and Schramm, created Game of Death's concept and characters, a psychological horror game with an original gameplay mechanic.

The game's protagonist is a young man sent to a hospital after a lethal car accident. While doctors try to save him, he dreams of a strange world in which he have to defeat evil serial killers to survive. Each homicidal maniac must be killed by their own method – choked, cut to pieces with a chainsaw, shot with a shotgun, crucified and so on.

Players would have to obtain the right weapons able to kill each boss by taking them from the less powerful monsters found in each level. It was necessary to learn and exploit the bosses weaknesses to survive, otherwise it would have been impossible to beat them. Players would have been able to read through the case files for those serial killers, to find clues about their modus operandi and weakness.

At the same time players should try to not became a murderer themselves, by killing bosses only during special circumstances, for example by self defence, through the release of their kidnapped victims and so on. This would permit to eliminate the serial killers without losing the "innocence", otherwise players could also lose their life at the end of the game.

Game of Death's soundtrack would have been composed by Rod Army.

More than 40 maniac bosses were planned for the game, each on with their own level accessible from a HUB zone, a giant bone cathedral.

As far as is know, Burns Games were not able to find a publisher for Game of Death, maybe because of its settings. In the end the game was cancelled and the company vanished after a few years.

"unseen64.net"

Far Cry 2

Publisher Ubisoft Montreal
Planned release Q4 2001
Genre First-person shooter

Far Cry 2 is an open-ended FPS developed for Xbox 360, PS3 and Windows by Ubisoft Montreal and published in 2008 by Ubisoft. Crytek, the developers of the original game, were not involved in the development of Far Cry 2.

A pre-alpha video of the game, showcasing the visuals and 13 minutes of gameplay with developer commentary, was presented in Leipzig in August 2007.

It was scheduled to be released in the four quarter of 2001 for PS2 and Windows, but it was cancelled for unknown reasons.

The Pre-Alpha demo includes some differences from the released version:
• Different Level (the jungle in the pre-alpha looked more realistic)
• When Player gets shot by enemies the screen turns red
• Different lignthing technic
• More green-ish grass

"unseen64.net"

Far Cry Instincts

Publisher Ubisoft Montreal
Planned release Q4 2001
Genre First-person shooter

Far Cry Instincts is a first-person shooter developed and published by Ubisoft for Xbox. A remake of the original Windows version of Far Cry, Instincts is less open-ended and more linear, due to the console's reduced processing power which prevents the full rendering of the Windows version's vast islands and landscape. However, Instincts added new multiplayer modes, weapons, and feral abilities, the latter being reflected in the modified storyline. A port of the game was also planned for the PS2, but was ultimately canceled.

Full Shot Golf

Publisher Artdink
Genre Sports
Serial number SLPS-20148

Full Shot Golf (ふるショットGOLF) is a cancelled PS2 golf game that was in development by Artdink

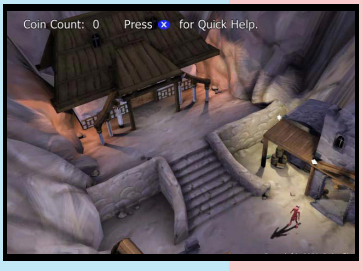
Fate Of Ages

Publisher Onisoft
Genre Role-playing

Fate Of Ages is a cancelled JRPG which was viewed at selected viewings at E3 2004.

The game follows the journey of a young hero and his companions as they seek to undo the mistakes of the past.

The game would feature anime-styled characters and worlds, a battle system that fuses elements of real-time and turn-based combat. Over 40 different jobs for the characters. And 6 different time periods.



F1 Racing Championship 2

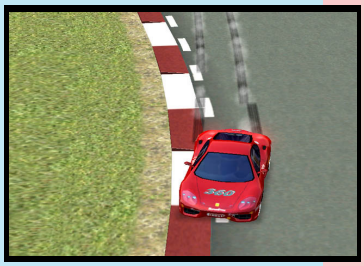
Developer Brain in a Jar
Publisher Acclaim Entertainment
Genre Racing

One of two simultaneously announced PlayStation 2 titles to be based on the Ferrari license, Ferrari 360 Challenge has the distinction of being one of Acclaim Entertainment's first PS2 games.

Developed by the UK-based production house Brain in a Jar, 360 Challenge would feature an arcade racing engine that included two main racing modes, eight different circuits, limited car deformation, and two-player split-screen competition.

Unfortunately for Acclaim, development costs and undisclosed troubles with the Ferrari licensor attributed to both 360 Challenge and the other Acclaim-endorsed Ferrari title's abrupt cancellation in August of 2000.

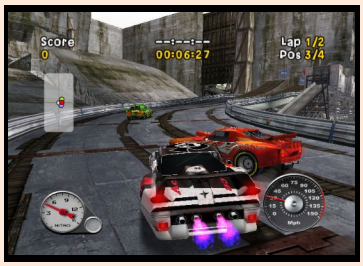
"ign.com"



FX Racing

Developer Milestone S.r.l
Publisher Konami
Genre Racing, Vehicle-combat

FX Racing was a combat-based racing game which would allow players to compete on circuits in Egypt, Transylvania, and Tokyo.



Frogger: Helmet Chaos

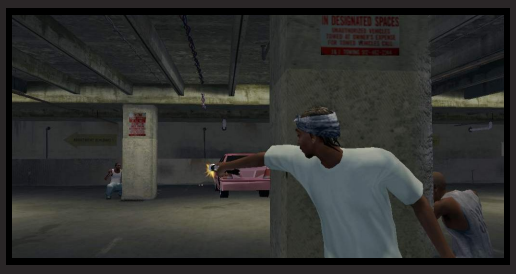
Developer Konami
Publisher Konami
Genre Action-adventure

Frogger: Helmet Chaos was released in 2005 on the Nintendo DS and the PSP. The PS2 version was never released.

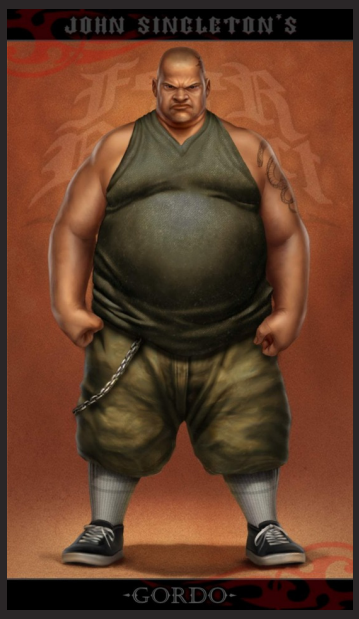
The gameplay is similar to the original 1981 arcade game with some modern elements of platforming games. The goal of each level is for Frogger to weave through the traffic to reach the other side.

Fear & Respect

Developer Edge of Reality
Publisher Midway Games
Genre Action-adventure



This would be an open-world crime game, developed by Edge of Reality, that would have starred Snoop Dogg as a thug living in South Central L.A. The game was cancelled on March 1, 2006.



On September 23, 2004, Midway announced Fear & Respect. It was described as a third-person action game taking place in South Central L.A. Players would take the role of an "O.G." (Original Gangster) in a gang, fighting rival gangs in the area, raising fear and earning respect. The game was being developed by Edge of Reality, a studio that specialized in porting games to other platforms.

Hollywood director John Singleton was prominently involved in the project. He is best known for directing films such as Boyz N the Hood and The Fast and the Furious. Rapper Snoop Dogg was set to star as Goldie, the player character.

The game was to be an open-world action-adventure, in the vein of Grand Theft Auto: San Andreas. It featured a "Respect" system, where interactions with other gang members, personal appearance and actions would earn the player respect from allies, also making enemies fear the player.

The game's world was said to be a realistic rendering of Los Angeles. There was to be a large selection of weapons including pistols, rifles,and shotguns.

The very next day after the game was announced, Paramount Pictures announced it acquired the film rights to the game. This announcement came a month after Paramount announced a film based off the game Area 51, which would have starred Marylin Manson and David Duchovny. Both movies were never actually made.

In February 2006, Midway released a set of 13 screenshots and a trailer for the game. This is the only media that was released for Fear & Respect.

The trailer takes place in South Central Los Angeles during a Summer heat wave. Snoop Dogg's character Goldie is riding in a car, a fellow gangmember is in the backseat with a loaded gun. The Snoop Dogg song "Drop It Like It's Hot" begins to play on the radio. As the car drives down a street, rival gangmembers block the car by standing in front of it and begin firing their weapons. The car charges down the street and ends up crashing. Goldie and his fellow gang member then get out of the car with their weapons ready. The trailer then shows a montage of actual gameplay footage.

On March 1, 2006 the game was canceled. Midway did not offer a specific reason for the cancellation.

"giantbomb.com"

Fighting Force 3

Developer Brain in a Jar
Publisher Acclaim Entertainment
Genre Racing

Fighting Force 3 is a canceled game that was in development at Core Design for PS2, Xbox, and maybe on GameCube between the years of 2002 and 2003. The game went back to their roots with classic beat 'em up gameplay, with a fully playable coop mode, and 4 different characters to choose from: Hawk, Mace, and Smasher, returning from the first game, and a new one, Jill. Alana was not going to be present in the game.

The player would have been able to fight their way through several different levels, using punch-kick combos, weapons and interacting with the environment. The environment could be used in different ways, such as breaking down a water tube to use it as a mace, impaling enemies on iron bars, throwing them under moving trains or against barrels on fire to burn them.

"fightingforce.fandom.com"

The Four Horsemen of the Apocalypse

Developer 3DO, Four Horsemen Entertainment L.L.C
Genre Survival horror

The Four Horsemen of the Apocalypse was to be a video game centered on the actions of several playable characters that are left on earth after the Rapture. These characters were widely different and ranged from a fallen priest to a young stripper and would each have special weapons and abilities specific to themselves.

In late 2002, 3DO, the game's developer, announced that the game would be released on Windows, PS2, Gamecube, and Xbox. It was also announced that 3DO would be partnering with Stan Winston on the game as a producer. Stan Winston has been involved in designing creature effects for such films as Jurassic Park, Terminator 2: Judgment Day, and Aliens.

The game was basically scrapped after the company went bankrupt in May 2003. However, some hope was rekindled of a release in 2004 when the game's creator, Michael Mendheim, announced that the IP was *"far from dead"*.

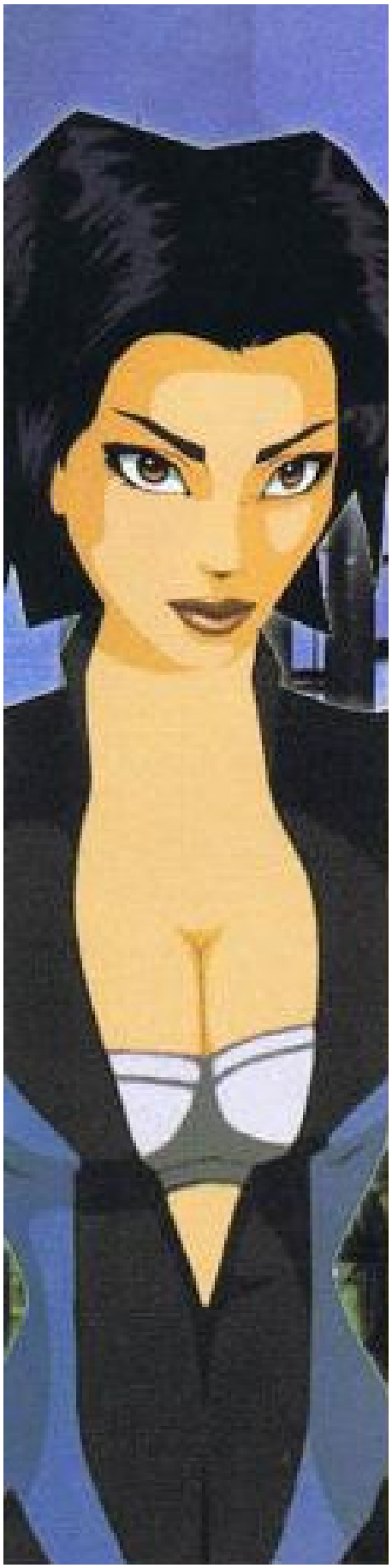
LOVE AND EFFECTION

by: PlayStation 2 Official Magazine (AU) 2003 April #13

***Hotter than the sun! First* Fear Effet 3 *details*.**

LADY LOVE IS a subject seldom broached in the world of games. But as games that were once meant for kids becomes more targeted at adults, it was only a matter of time before a PS2 title starred a pair of lipstick lesbians. Before you start shaking your head (just like we did, of course) hear this: their sapphic desire isn't just for titillation, it's a major motivation of the plot of *Fear Effect 3* from Kronos. No, really, it is.

The LA-based developer has already sullied the PSone with explicit gore, violence and sexuality in two previous incarnations of the *Fear Effect* series - *Fear Effect* and *Fear Effect 2: Retro Helix*, a prequel. This latest instalment takes place two years after *Fear Effect* and follows the adventures of Rain Quin, Hana Tsu-Vachel, Jacob 'Deke' Dacourt and Royce Glas as they attempt to murder the evil boss of the Triad - Minx - who has threatened to kill Rain if her girlfriend (Hana) stops working for him. That's true love for you...



As you can see from these early images and screens, the girls have lost none of their allure, happy to pose half-naked in front of a bloody soup of breasts and fat men. Screens show a 2D look for the characters laid over a 3D background, giving a striking visual style. Kronos promises to interweave this with more heart-stopping action and sophisticated combat system with distinctive combos, finishing moves and grapples.

Arrival of the imagery has already assured it as one of the most anticipated PS2 games in the *OSP2* office. Especially amongst the filth contingency. We'll await its imminent release with increasingly sweaty palms.

FATE OF THE GAME:

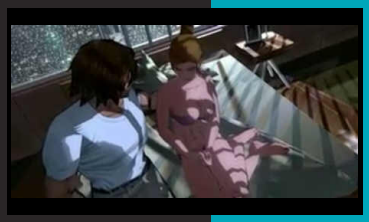
Fear Effect 3: Inferno saw a brief development for the PlayStation 2, but was ultimately canceled when Eidos pulled funding for the title. Kronos tried to get another publisher to pick it up but had no takers. The studio shut down a short time later.

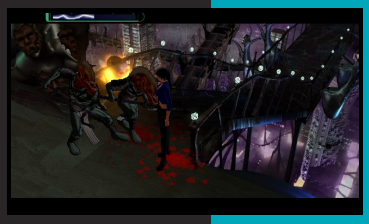
Fear Effect Inferno

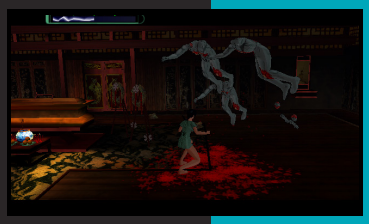
Developer Kronos Digital Entertainment
Publisher Eidos
Genre Action

This was a proposed second sequel to the PlayStation game Fear Effect, and was shown at E3 2002, but after many delays, was ultimately cancelled by Eidos.

At E3 2002, in Eidos Interactive's booth, stood a large wall with artwork from Fear Effect: Inferno including a trailer that looped throughout the entirety of the event. This would be the only time the game was shown publicly.







While Fear Effect 2: Retro Helix was a prequel to the original game, Inferno was intended to take place immediately following the first game. From the little information that is known about the plot, Inferno assumes the player achieved the best ending from the first game, meaning that Jin's demons have been destroyed, Deke has been resurrected, and Glas's severed arm has been restored.

The trailer suggested that Hana has been captured by demons disguised as nurses and doctors, then held captive in some type of asylum. It is believed that many "tests" were performed on her here, which resulted in various hallucinations, or flash forwards depending on the interpretation, seen in the trailer. While the fate of the other main characters is unknown, it appears as though Deke was working from within the asylum to rescue Hana. After the inevitable rescue, the four main heroes (Hana, Deke, Glas, and Hana's girlfriend Rain) must once again take on the remaining demons in Hell. A love triangle between Hana, Rain, and Glas is also suggested.

The game was officially cancelled by EIdos in 2004. Kronos attempted to shop the game to other publishers, but it was never picked up.

"giantbomb.com"

Georama Sensen Ijounashi: Berlin e no Michi

Developer Marionette
Publisher Marionette
Genre Strategy

Georama Sensen Ijounashi: Berlin e no Michi is a Strategy game, developed and published by Marionette, which was cancelled before it was released.

Gander Mountain Trophy Hunter 2007

Developer VU Games
Genre Sports, Action

Gander Mountain Trophy Hunter is a cancelled PS2 hunting game.

Fun Park

Developer Brash Ent.
Genre Strategy

Fun Park was a strategy-simulation game which would let players explore a theme park filled with different games, all re-imagined within in a large park environment.

Final Fight: Seven Sons

Publisher Capcom Studio 8
Genre Beat 'em-up

Final Fight: Seven Sons is a canceled 3D beat 'em up game in the Final Fight series. It was a prototype for a new Final Fight game that was in development at Capcom Studio 8 before Final Fight: Streetwise.

The camera in Seven Sons was set on a cam-box principle that roughly "imitated" a rail-cam system and the feel was similar to playing the old 2D games. It felt very much like a traditional Final Fight incarnation that had leaped from 2D to 3D. The game had a cel shaded graphic, with toonish gritty backgrounds.

The developers were told that the game was not visually suited to its core audience, but the message was misinterpreted as a complete dislike for the original concept, thus leading to Final Fight: Streetwise.

One planned playable character is showcased in the trailer, but is not named. Given the overall design as well as the usage of electrical attacks, this fighter may have been intended as either an updated version of Dean or, at the very least, a new character who mimicked his combat style, similar to how Maki and Carlos were otherwise separate individuals whose fighting abilities mirrored those of Guy and Cody, respectively.

Final Fantasy III

Developer Square Enix
Publisher Square Enix
Genre Role-playing

Final Fantasy III is a remake of the NES-game. Square Enix originally considered porting the game to the PlayStation 2, but was eventually convinced by Nintendo to develop the title for their new handheld system, the Nintendo DS, a decision that would later be positively reinforced by the commercial success of the Nintendo DS.

Freedom Fighters

Publisher Eidos
Planned release Q4 2005
Genre Third-person shooter

On April 6, 2004 Eidos UK revealed plans for a sequel to Freedom Fighters. Eidos announced it would distribute the sequel in the latter part of 2005. However, IO Interactive announced development of a new game, Kane & Lynch: Dead Men, casting the future of a Freedom Fighters sequel in doubt.

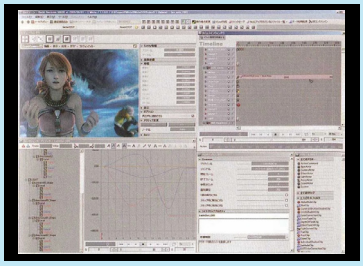
In 2010, when asked about a potential sequel, Kane & Lynch 2: Dog Days director Karsten Lund refused to comment. In 2011, IO Interactive's official Twitter account tweeted that Freedom Fighters 2 is *"definitely something a lot of us are interested in doing"*. In 2017, IO Interactive split from Square Enix and took with them the rights to Freedom Fighters since it was published before the Eidos buyout.

Final Fantasy XIII

Developer Square Enix
Publisher Square Enix
Genre Role-playing

Final Fantasy XIII was revealed to the world at E3 2006 as part of the Fabula Nova Crystallis: Final Fantasy series that it would be the flagship title of. The game was to bring Final Fantasy to the seventh generation of consoles. It had a tricky development cycle, starting as a project for PlayStation 2, and requiring a brand new engine.

The overarching concept of Final Fantasy XIII was *"a future world fantasy"* and *"people fighting against fate."* The concept for the battle system was to maintain the strategic nature of command-based battles, but to create battles similar to those seen in the film Final Fantasy VII: Advent Children. The development was led by Yoshinori Kitase and as such, the development team resembled that of Final Fantasy X and Final Fantasy X-2, although occasionally, developers from Final Fantasy XV (then known as Final Fantasy Versus XIII) assisted with the game's development.



In Famitsu, Producer Yoshinori Kitase revealed the initial project concept for Final Fantasy XIII was thought of in 2004 when the Final Fantasy X-2 International team came up with the idea during a jogging session. Final Fantasy XIII was originally planned as a PlayStation 2 game, but the development was moved to PlayStation 3 following May 2005 and the team had to restart making the game assets from scratch.

The development of Final Fantasy XIII happened during a time when Square Enix were shifting to a new console generation, and to a certain extent had to anticipate what the future generation would be like. The game was originally developed under the working title "COLORS WORLD". Elements relating to the lore and story that were created for the PlayStation 2 version were kept as-is, but the team redesigned technical elements—such as graphics, battle system, and game mechanics—to specifically match the next-gen console specs.

Final Fantasy XIII only had development on the PlayStation 2 at the very beginning of the project, mainly focused around creating the world and story. The team working on Final Fantasy XIII was derailed when they were commissioned to create the Final Fantasy VII technical demo for PlayStation 3; the demo's results were so promising the development of Final Fantasy XIII was moved to this platform as well. The idea from the start was to have a highly action-based battle system.

Final Fantasy XIII was developed on the Crystal Tools engine since the production moved on PlayStation 3. The process of making the company's first PlayStation 3 title proved to be a challenge as the team found it a tricky console to code for. Determined to crack the puzzle, Square opted to create its own development kit, which became known as Crystal Tools. Building the foundation of the engine alone took several years. During that time, the size of the development team was temporarily reduced, and conducted basic technical research and produced pre-production assets.

During the transition to the PS3 system, the technical know-how for character model sculpting and texture completely changed from that of the PS2. As a result, developers and artists were forced to adapt and change, and the team needed to rebuild the workflow and development pipeline from scratch. The project thus moved slowly. Despite launching nearly four years after its announcement in 2006–by which time it had already been in development for roughly two years–director Motomu Toriyama admits the final product was rushed through a short production timeline.

"finalfantasy.fandom.com"

Ghostworld

Publisher Luxoflux
Genre Action-adventure

Ghostworld was a platform/adventure game somewhat similar to Psychonauts, that was in development for the PS2 by Luxoflux, in mid-2000. The project started with a *"dark"* and unique theme, but then i was changed to a more *"kid-friendly"* game for younger audience, because the publisher tough that it was going to be more profitable. In 2002 Ghostworld was cancelled as it was seen as a risky project. After this, part of the team started to work on Shrek 2: The Game.

"A bunch of very talented people have invested tremendous effort into it, and while the results were spectacular and generally everybody was very impressed, reality kicked in. Being an original, "non-proven" property the publisher took an extremely non-committing stance and the soon-to-follow constant changes of direction and target-audience, design-by-committee meetings and the vague atmosphere surrounding the fate of the game had completely extinguished the original spark and eventually led to abandon the project."

"unseen64.net"

Goblin Quest

Developer Kodiak Interactive
Planned release 2002
Genre Action-platformer

Goblin Quest was a platform / adventure game that was in development at Kodiak Interactive. It was planned to be released in 2002, but it was later cancelled probably because they did not find a publisher interested in the project.

The game would star the goblins by the names of Faust and Gretta. As the lead character, Faust, a mechanically-oriented worker, and Gretta, a brave female adventurer, leap into a world of puzzles, physical challenges, confront a range of enemies.

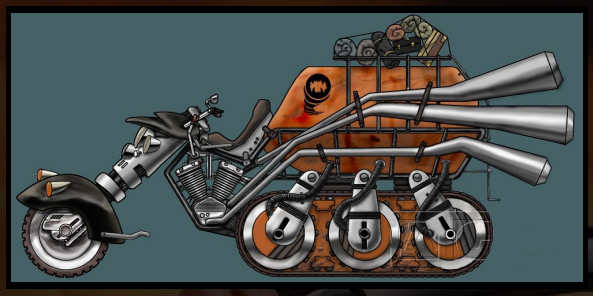
Taking place in a series of caverns and tunnels, Goblin Quest tells the story of a civilization gone awry by petty power-mongers and corrupt carpet-bagger sorts. The city-states of the of the Goblin Kingdom, once a powerful technology-based society, has had a wrench of sorts thrown into its systems, and Faust sets out to fix them one by one until he finds the individual or group that has caused the trouble.

The game would feature environments with more than 100,000 polygons and aimed for more than a 30-frame-per-second frame rate. Kodiak looked to bring this platformer to multiple systems with a sophisticated database-driven engine that efficiently handles its game data.

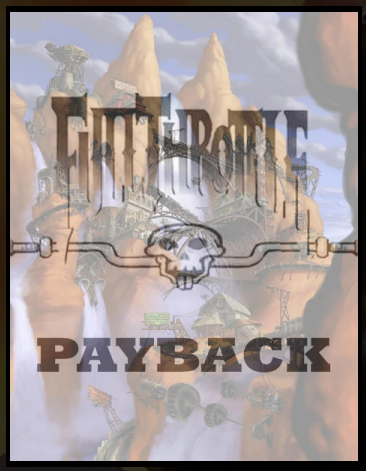
"ign.com"

Full Throttle Payback

Developer LucasArts
Publisher LucasArts
Genre Adventure



Full Throttle Payback would have been the official sequel to the original game, the story would have continued where the original left of. LucasArts begun the production of the game begun in spring 2000. By then Tim Schafer had already left LucasArts when the game got into the development stage, this lead to Larry Ahern, who was involved in the original game's development becoming the project lead and William Tiller to become the art director.



According to Ahern, the project was only officially known by the working title Full Throttle 2, but the name Full Throttle: Payback had been suggested and seemed to have become its title after the fact, if for no other reason than to differentiate its development from the others.

While LucasArts had never released an official statement regarding the cancellation of this sequel, it was eventually revealed that all development on the game had completely ceased by 2000.

It was unclear how turbulent within LucasArts was during the game's early development. It was known, however, that both Larry Ahern and Art Director Bill Tiller left LucasArts in 2001 in great frustration about the project, so it was conceivable that the game was already in jeopardy long before that time.

According to Tiller disagreements started to arise over the game style the game had between the productive team and a very influential person within the management. This *"Mucky muck"* as he called him, had read the game design and said that he did not like it. When Tiller asked for more precise criticism the person answer that the he didn't think that the Cavefish gang (or the Cone Fish as the person called them) belonged in the Full Throttle universe.

The storyline for Full Throttle: Payback was never officially made public, though it was widely rumored that its descendant would form the basis for the storyline for Full Throttle: Hell on Wheels. This was also refuted by Bill Tiller.

The story of the game would close resemble the story of the first game. It would be focus on Ben's efforts to foil a plan by a large corporation making a deal with local governor to replace all paved highways with hover pads, so that they could sell all the hover vans and family oriented cars that would be *"faster and safer"*, robbing the bikers and truckers of their traditional ground. The biker community did not like how things were starting to change and had started a rebellion against the company, but this did not sit well with the governor who hired the Rotwheelers to assassinate the Father Torque who now leads the anti-hovercraft rally, then team up with a *"persistent undercover female reporter"* to bring down the villainous governor. Ben is however in hiding from the media who has not given him a break after he was acquitted of Ripburger's murder.

Full Throttle: Hell on Wheels

Developer LucasArts
Publisher LucasArts
Genre Adventure

By contrast to Full Throttle Payback, much more was known about the official but canceled sequel Full Throttle: Hell on Wheels. In mid 2002, LucasArts announced the development of a sequel to Full Throttle for the Windows, PS2, and Xbox. This was the first time that the franchise would appear on the consoles.

The press release (April 23, 2003) by Simon Jeffery, then president of LucasArts:

"One of LucasArts' most loved original titles roars back with a vengeance this winter in the fuel-injected Full Throttle: Hell On Wheels. Featuring the sarcastic, bad-ass outlaw biker named Ben, this all-new adventure-action careens through a unique 3D landscape of seedy bars, greasy truck stops and desert highways on a quest for cold beer, cheap motorcycle parts and the honest truth. Full Throttle: Hell On Wheels will release this winter for Sony PlayStation®2 computer entertainment system, the Xbox™ video game system from Microsoft and PC."

Details about the highly anticipated sequel emerged quickly. It was to be a 3D action adventure game. This time, Sean Clark was named as the Project Lead. Unlike Larry Ahern, he had not worked on Full Throttle previously, though he was ready to make the critical transition in genre for the franchise. The game was in full development over the ensuing months, to the extent that both a trailer and a hands-on demo were revealed for the first time at the 2003 E3.

Bill Tiller, who was not involved in the development of this sequel, was surprised that Sean Clark had agreed to take on the project. He said,

"To be honest, I was surprised Sean wanted to do FT2 because, while working on The Dig,

Bill Tiller, who was not involved in the development of this sequel, was surprised that Sean Clark had agreed to take on the project. He said,

"To be honest, I was surprised Sean wanted to do FT2 because, while working on The Dig, he didn't seem all that impressed with FT1. A friend of mine always had that impression of his opinion of FT1, so I don't think it was just to me that he expressed his pessimistic view. So you can see why I was surprised when he took the job."

In Full Throttle: Hell on Wheels, Ben discovers that the roads of his old stomping ground, El Nada, have been mysteriously dug up and destroyed. His pursuit leads to the discovery of a rival gang called the Hound Dogs, whom he believes to be responsible for the wreckage. However, Ben also uncovers a more sinister and murderous plot that is in operation. In the end, Ben agrees to join forces with his old friend and mentor Father Torque and his ex-love Maureen, in order to foil the hideous plans of a nefarious villain and protect the freedom of the open road.

The gameplay in Full Throttle: Hell on Wheels was to be changed dramatically from the original. The game would be more action than adventure oriented. Whenever Ben engages in a fight, the game is switched to an action mode where players could control his actions by pressing on an attack button in rhythm to gen-

erate combo attacks. A power meter dictates how powerful Ben's throws will be against his enemies. During a melee combat, players could pick up nearby objects, such as chains, chairs, bottles, and even pool cues and use them as weapons. About 40 weapons was to be expected in the game. Ben could even switch motorcycles with Mo to ride on an old cargo blimp. The game would be played over 35 levels set in around 20 different environments, including the old Kick Stand biker bar from the original game.

Little was known about the reasons behind the cancellation of the project. In late 2003, only a few months after the game's debut showing at E3, LucasArts abruptly announced that Full Throttle: Hell on Wheels had been canceled.

Simon Jeffery responded to the press only with a brief statement,

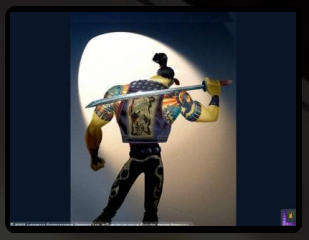
"We do not want to disappoint the many fans of Full Throttle, and hope everyone can understand how committed we are to delivering the best-quality gaming experience that we possibly can."

No further explanation was officially given by LucasArts. The cancellation took both fans and critics by surprise. Rumors surfaced that LucasArts was unhappy about the graphical look of the game, especially when compared to other 3D adventure games in development at the time. The lack of involvement of Tim Schafer in the sequel might have also irked many diehard fans in the adventure game community, attracting too much unwanted negative publicity. Lastly, Roy Conrad, who did the original voiceover for Ben, had died in 2002, so that his role had to be recast for the sequel.

On how much of Full Throttle: Hell on Wheels was recycled from Full Throttle: Payback, Bill Tiller replied,

"I don't think any of it was used to be honest. I think the new team had a completely different idea and direction they wanted to go in, so I don't think *any of what we did was in FT Hell on* Wheels. *I talked to some people who worked on Wheels. I talked to some people who worked on that game but I never got a lot of story details, but I didn't really ask. I had kind of gotten the whole thing out of my system so I wasn't too interested in the game design details. I was more interested how the game went so far down the road to being finished when the plug was pulled. I hate wasted time art and effort so I was pretty shocked by that. Usually publishers release games even if they aren't happy with them to try and recoup some of the money they spent on it, so I was surprised Lucas hadn't done the same."*

by Marshall Ratliff, Philip Jong@ adventureclassicgaming.com



GMR Feb. 2003 #1 magazine article

A long lost PC gaming classics gets a sequel when no one expects it- and just when adventure-game fans are ready to give up on the genre and start playing Japanese dating sims.

Full Throttle, created by Tim Schafer, was a hilarious story about bikers, corporate greed, and demolition derbies. Our badass here and leader of the Polecats, Ben, is back, but this time, with a more polygonal outlook. Yes, graphics have improved just a bit since 1995, and while Fill Throttle II will look much more advanced then its predecessor, it will maintain the cartoony look that helped make the first instalment so charming.

Going Gnome

Publisher SCEA

Going Gnome was a prototype that was created in 2004 at SCEA for the PS2. There are not many informations on this project, but from the few screenshots available one can speculate that it was going to be an adventure / puzzle game.

Going Gnome was never released, probably cancelled for some economic reasons.

"unseen64.net"

Gran Turismo for Boys

Publisher Sony
Planned release 2005
Genre Racing

Gran Turismo for Boys, a youth-focused Gran Turismo, was announced in November 2004 with a scheduled release date of 2005. The game missed the target release date of 2005. In September 2006, Kazunori Yamauchi confirmed the game was still in development. In April 2008, while discussing plans for Gran Turismo 5, Kazunori Yamauchi was quoted as saying, *"we're hoping to make Gran Turismo for Boys a feature within GT5."* In a 2013 interview with GTPlanet, Kazunori Yamauchi said that the PSP version was a rendition of the "Gran Turismo for Boys" idea.

Godzilla: Destroy All Monsters Melee

Publisher Pipeworks Software
Genre Fighting

Godzilla: Destroy All Monsters Melee is a fighting game developed by Pipeworks Software and released for the GameCube and Xbox. A PlayStation 2 version was also planned, but was cancelled.

Players can choose from several giant Kaijuu monsters and must defeat their opponents via punches, kicks, and limb attacks (usually a tail-attack).

Goodyear Racing

Developer Data Design Interactive
Publisher Metro3D
Genre Racing

Goodyear Racing is a racing game developed by Data Design Interactive and published by Metro3D, a company specializing in publishing low-budget productions for rather less demanding players. The game feature sports car races reminiscent of the TOCA series.

The game may have had a PC release but the PS2 version was most likely cancelled. It is also possible that the game was released on the PS2 under a different name, the 2005 game Mini Desktop Racing. But this is just speculation.

Ghouls & Ghosts Online

Developer	Game Factory
Publisher	Capcom
Planned release	Q3 2003
Genre	Action MMO

Ghouls 'N Ghosts Online was a planned massively-multiplayer adventure based in Capcom's Ghouls 'N Ghosts world and featuring platforming challenges and enemies for Sir Arthur to face as well as community features. Slated for a fall 2003 launch, the MMOG was unofficially scheduled to appear on PS2 , Xbox, GameCube, and Windows.

Ghouls and Ghosts Online would let players roam vast medieval landscapes, team up to fight evil monsters, dragons, ghosts and ghouls, and build their characters as they progress. Text-based conversations and level building was to be a large part of the game's design.

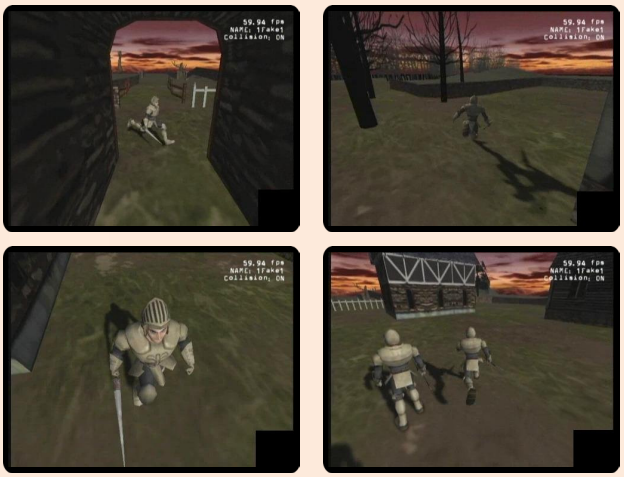
The game would use the newly formed network company Zona Inc.'s online technology. Zona Inc.'s technology was capable of enabling tens of thousands of players to compete simultaneously, and from what Zona representatives told IGN, Capcom's Ghouls 'N Ghosts Online was aimed to provide just such a function. Using technology that's client-server based, Zona would run online games transcending platforms, enabling PS2s to connect to PCs and more. It was also the be server hardware and OS independent, enabling various OS systems to work over the complex, powerful network.

In an interview, Monte Singman, CEO of Zona, Inc. states:

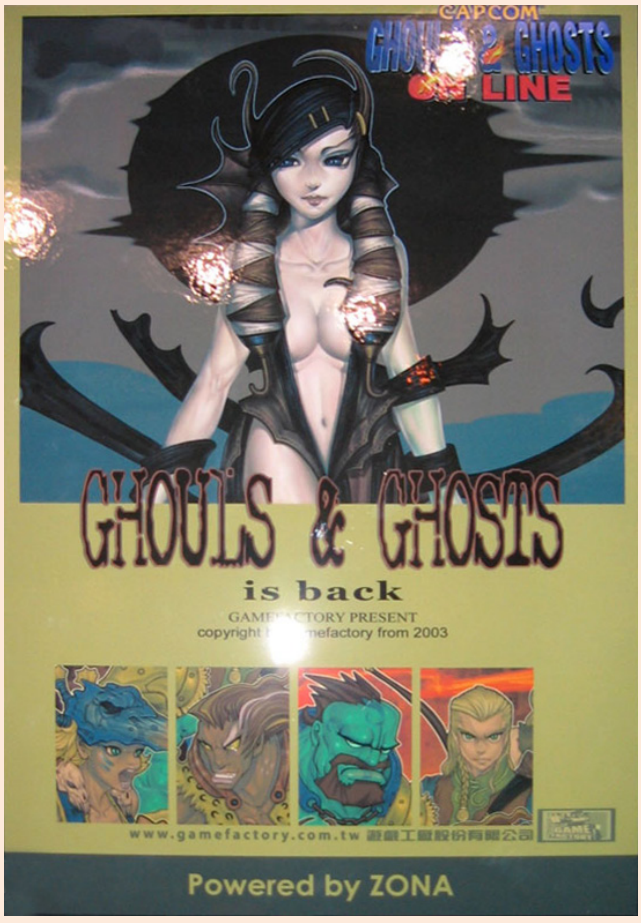
"We are very proud to be associated with one of the classic game series of all time. Ghouls 'N Ghosts was technically and visually ahead of its time when released by Capcom in 1988. Very soon thousands of concurrent online game players will enjoy the same kind of fun video game entertainment within a fast, seamless, and reliable game play environment."

Yoshiki Okamoto, Chief Operating Officer Senior managing Director Production Studios Capcom, said:

"As a member of Capcom, I am really pleased and excited to hear that the talented creators of Game Factory are going to work on MMOG based on our Ghouls 'N Ghosts. I am looking forward to playing the MMOG version of Ghouls 'N Ghosts by Game Factory. Bet it's gonna be a legend!"



The game was announced and shown at GDC 2003 by the developer after beginning negociations with Capcom, but the ambitions multiplatform MMO never came together in any major way and was not released.



Gladiator: The Crimson Reign

Developer Midway Games
Publisher Midway Games
Genre Fighting

Gladiator: The Crimson Reign is a cancelled arena fighting game set during the height of the Roman Empire, circa 79 A.D. Players would assume the role of a young champion, who begins his or her career fighting in small arenas against lesser foes, gradually learning better fighting techniques and progressing through more prestigious battles and locations on the way to the final contest in the grand Coliseum. Free-for-all battles would pit gladiators against other gladiators, animals or mythological beasts in a struggle to be the last one left alive.

The game would features:
• 10 playable characters
• 31 arenas
• 47 possible weapon combinations
• Hundreds of armor pieces and weapons
• Three game modes: Story, Team and Vs.

Gladiator would have a unique combat system. Each of the player-character's hands is mapped to a controller button. Players could hold various weapons in either hand, then use the assigned buttons to swing what's in each. Players could hold a sword and a shield, or two swords, or a dagger, and use them independent of one another during combat.

This would come in handy because enemies could approach from all angles. If players fell a warrior, they could go pick up his sword or shield and use it themselves. Weapons would take damage, too, so if players would keep blocking with the same sword, it would eventually break.

The performance would be constantly rated by the crowd. If they like it, they'll throw power-ups to heal the fighter. If they don't, they'll throw rocks, damaging the gladiator.

There would also be variation in the way enemies approach a fight. Some enemies would charge in and just start swinging. Others will be cowardly. If an animal enters the arena, it won't feel any loyalty to anyone so it will just charge the closest person.

Aaron Grant, Public Relations Manager for Midway Entertainment later issued a statement:

"Gladiator: The Crimson Reign has in fact been cancelled for all platforms because the current marketplace for games within this specific genre is so over-crowded and we believed the product was unlikely to produce an acceptable return on our investment. This cancellation will enable us to focus and increase our development and marketing resources on those franchises and new products with the greatest potential."

"ign.com"

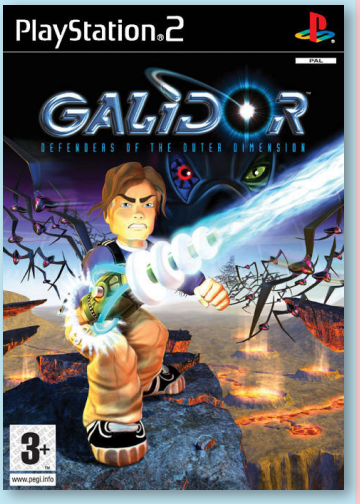
Galidor: Defenders of the Outer Dimension

Developer Asylum Entertainment
Publisher Electronic Arts
Planned release (eu) October 24, 2003
Genre Action-platformer

In this game, players would take the role of Nick Bluetooth in this adventure game based on the Fox Kids television series.

As Nick, players would adventure through a dozen levels in platform combat on a quest to unlock a portal to Galidor. Nick's friends are being held hostage in four different realms of the outer dimension, each realm with three levels and an enemy boss that stands between the hero and a successful rescue. Nick must defeat all four bosses to free his friends and obtain the key fragments he needs to open a passageway to his true nemesis.

As in the animated show, Nick was able to "glinch" the special abilities of enemies he defeats, allowing him to obtain powers such as "Super Jump," "Armour," "Grapple," and "Jet Wings" from fallen foes. Also as on TV series, the characters must use "the Egg," a special enclosed vehicle, to travel between dimensions. In addition to rescuing his friends and obtaining key fragments, Nick must also collect Qoruim fuel as he makes his way through the levels so the Egg will have enough power to get him to the next realm.



The PC and console versions of Galidor: Defenders of the Outer Dimension was designed to interact with the Galidor Kek Powerizer, a Lego robot toy sold separately that can respond to in-game action when placed near the game screen, to offer hints and unlock special features.

The game was initially scheduled for a release in early 2003, and in July 2003, Electronic Arts announced that would be released in September of that year, however, on September 3, 2003, Asylum Entertainment announced that, due to financial instability, they had cancelled their Galidor game for all platforms, and laid off the game's team.

The unfinished PC version was eventually found in various budget re-releases of individual Lego video games, or Lego video game bundles, released by Focus Multimedia and ValuSoft in Europe and North America, respectively.

Gangsters Ride

Developer G2 Games
Publisher G2 Games
Planned release (eu) August 24, 2007
Genre Action

Most likely cancelled. The game was apparently set to be released on PSP but this looks also cancelled.

Gladiator Wrestling

Publisher Electronic Arts
Genre Sports

Gladiator Wrestling is a Sports game, published by Electronic Arts, which was cancelled before it was released.

Ground Control

Developer Massive Entertainment
Publisher Sierra Studios
Genre Strategy

Ground Control is a real-time strategy/war game with action component, complete lack of resource-management and a large story. The game was developed for both Windows and PS2, but only the Windows version had a release.

Set in the future, the game revolves around the conflict between two forces competing for domination of space as colonization of new planets becomes increasingly attractive, following a Third World War on Earth. The game consists of a series of thirty single-player missions, fifteen for each side in the conflict.

At the beginning of the development of the PS2 version, Mark Hood, senior vice president at Sierra Studios, stated in an interview:

"Ground Control's superior graphics, controls and unique gameplay are developed to take full advantage of the PlayStation 2 architecture. By using the new PlayStation 2 technology and with support from Massive we'll be able to take the PC version of Ground Control to the next level providing a new fan base with an exciting and different gameplay experience attractive to both action and strategy gamers alike."

On a question of if the visuals of the game would differ or be the same as the PC version, Martin Walfisz, the CEO and lead designer of Ground Control's developer Massive Entertainment, answers:

"The power of the PlayStation 2 is enormous, and unlike the PC platform, it's the same for everyone who has a PS2, so it only makes sense to optimize the graphic engine specifically for the hardware that's there. We'll be using elements from the PC game and elements developed specifically for the PS2 to bring this game to you."

The PS2 version ended up being cancelled.

Ghost Master

Publisher Empire Interactive
Genre Real-time strategy
Serial number SLUS-20466

Ghost Master is a RTS released for PS2 in Europe, but never got a North-American release, even though it received a serial number.

Groove Runner

Publisher King of the Jungle
Planned release August 2002
Genre Racing, Action

Groove Runner is a racing game which was in development by English developers King of the Jungle. The game seems to have been similiar to the Micro Machines games where players race around inside a house. The game would include several weapons and power-up and would feature up to six players at the same time.

Ghost Master

Publisher Idea Factory
Genre Action
Serial number SLPS-20089

Gun Hearts (ガン ハーツ) is an action game, published by Idea Factory, which was cancelled before it was released.

Good Cop, Bad Cop

Developer Revolution Software
Planned release Q2 2002
Genre Third-person shooter

Developed by the same team responsible for the Broken Sword series, Good Cop, Bad Cop was to be a third-person action game with a film noir inspiration. The game was in development for the PS2, Xbox, and Windows with a planned release in 2002.

In the game, players would assume the role of Ben Kellman, a tough and cynical cop whose world is turned upside down when a suspect in a murder case is the same man who killed his father 25 years ago. Whether Kellman seeks revenge or justice is up to the player and how he or she chooses to play the game. Throughout Good Cop Bad Cop, the morality of the player is judged and the story and gameplay adapt accordingly. So, depending on the player's actions, the game can either end in a happy scene or with a scene of murderous revenge.

Charles Cecil, managing director of Revolution explained in an intervew:

"For Good Cop Bad Cop, we're drawing inspiration from classic American cop films and will translate their explosive action into gameplay. Featuring operatic shoot-outs and moments of unbelievable tension, the game will see the player embark on rooftop chases and gunfights across crowded thoroughfares, kick down doors, capture suspects, and arrest or execute them. Players are free to further their investigation as they wish, beating up or killing suspects, wounding or permanently silencing enemies."

"Good Cop Bad Cop is a very ambitious title. It's certainly more action-oriented than anything we've done before, but we'll be using our experience within the field of interactive fiction to ensure this is not just another 'me-too' blast-'em-up. Advanced facial animation technology will ensure Good Cop Bad Cop features superb acting and characterization to set it apart and make it real. This game has the sophistication of a film like Heat with the action of Die Hard or Lethal Weapon, whereas most of the games out there are in cheesy B-movie territory."

"We're primarily interested in challenging the morals of the player. The most violent option within the game will certainly appeal to many, but Good Cop Bad Cop will present the consequences of those actions in a dark and mature way. We believe that players will soon feel uncomfortable playing Good Cop Bad Cop because of the things you might end up doing. By testing players' emotions on top of their reactions, we've come up with an extremely unique gameplay experience."

The game never made it off the ground and was cancelled in late 2002 after several years of development.

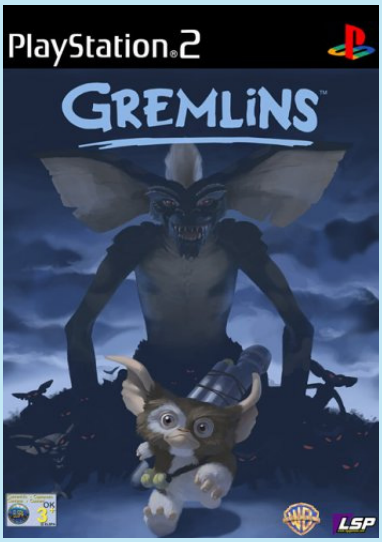
Gremlins

Developer Neko Entertainment
Publisher LSP
Planned release 11 April, 2003
Genre Third-person shooter

In 2001, French publisher LSP – best known for the CT Special Forces series – acquired the rights to the Warner Bros. comedic horror franchise. Licensed games were LSP's main source of income, with tiles based on Inspector Gadget, The Extreme Ghostbusters, and Felix the Cat in their portfolio.

LSP planned handheld and console Gremlins games, but only 2001's Gremlins Unleashed on Game Boy Color and 2002's Gremlins: Stripe vs. Gizmo on Game Boy Advance made it to release. Their console adaptation – simply known as Gremlins, but sometimes inexplicably referred to as Gremlins Revenge – was cancelled before release.

Rather than take the form of a 3D platformer, the game was in fact a squad-based third person shooter. Viewed from a third-person perspective, teammates could be issued commands via the shoulder buttons, and both Gizmo's gang and Stripe's army were playable. This provided two campaigns to play through from different perspectives – one of the game's most notable features. Eleven familiar locations were set to feature, including Billy's school and the town's bank, cinema and courthouse.



Key locations would also include a boss to beat. A former developer mentioned on Unseen64 that a bank robber, scientist, and disco dancer were the planned bosses, along with a final confrontation with Stripe. As well as standard gremlins, some would take on alternative personalities too, dressed up as mafia members, policemen, and scientists. It's safe to assume they would have different attacks and skills compared to the usual gremlin enemies.

The plot, set 20 years after the movies, is centred around the idea that the town of Kingston Falls has gathered to pay belated respect to Gizmo and his owner Billy for saving the town over two decades ago. That night however, Gizmo gets splashed with water that causes him to spew out hoards of Gremlins. Which the player must track down and kill so the party can continue.

The intro movie was uploaded onto YouTube several years ago.

With no hands-on impressions out there, it's hard to tell if the game's cancellation was due to quality issues.

In 2004, LSP merged with Hip Games – a publisher with ties to Titus Software – and this event seems to signify Gremlins' death knell, as it was never heard of thereafter.

"Matt Gander@gamesasylum.com"

Gunslinger

Developer	Surreal Software
Publisher	Sears
Planned release	Q2 2001
Genre	Action-adventure

Gunslinger is an unreleased action adventure set in the old west, that was in development by Surreal Software in 2001 / 2002 for the PS2. Initially the game was going to be published by Activision, but it was later purchased by Sony, probably because they felt the potential of the project, but in the end it was cancelled, because of marketing reasons (as it was seen as not enough profitable to release).

The gameplay would have been similar to Red Dead Revolver (by Rockstar Games) and Gun (by Neversoft), with an open ended world, gun fights, horseback exploration and more. With a "morality system", similar to the one seen in Black & White or Fable, the player would have been able to earn a reputation based on his good or evil decisions through the game.

Players could also can partake in drinking and mingling with prostitutes. When the character is drunk, it would affects the way he walk and shoot. Weapons would include 45's, Gatling guns, modified weapons, sawed off shotguns, rifles, and sniper rifles.

A playable build of the game was shown at E3 2000.

"unseen64.net"

Groove Runner

Developer	VisiWare
Publisher	Crave Entertainment
Planned release	2001
Genre	Racing

H2Overdrive is a cancelled powerboat racing game developed by VisiWare, that was going to be published in 2001 on the PS2 by Crave Entertainment.

In the game players would have been able to race in the fictional Global Powerboat Racers League, which features events set in locations ranging from rivers and lakes to the surface of the planet Mars, with 7 modes of play: championship, simple race, duel, survival, checkpoint, ghost, and cat and mouse.

The project was never released, maybe because of some problems with the publisher or for quality reasons.

An unrelated game by the same name was released as an arcade-only by Specular Interactive.

Guy Savage

Developer Konami
Genre Hack-and-slash

"Guy Savage" is the name of the nightmare sequence, an easter-egg mini game, in the PlayStation 2 versions of Metal Gear Solid 3. The minigame was written and directed by the MGS3 writer, Shuyo Murata.

For opening the mini-game, players must save their game before escaping from the cell in Groznyj Grad. When that save is loaded, the player will be in Snake's dream.

Snake's dream consists of a large warehouse with destructible walls, zombie-like characters wearing police uniforms, and a player controlled character holding two hook swords. The zombies, who also each wield two hook swords, will always be chasing after the player.

The player can do a variety of attacks. At certain points during the dream, the character will suddenly undergo a transformation where he turns into a monster himself. In this feral state, the character's strength is amplified and he performs more brutal attacks on his enemies. The player seems to have to kill a certain number of enemies in a certain amount of time in order to transform. This is characterized by a change in hair color from black to white and eventually to brown, where he then becomes a monster. The game will last for roughly five minutes.

There is no objective other than killing the zombies. The zombies will always respawn, resulting in the dream never ending until the player kill a certain amount of zombies or time runs out and Snake wakes up.

Ordinarily, the game is played with a sepia filter, although playing it on gsdx on D3D11 mode removes it and results in it being shown in full color.

It is unknown why the game was included in Metal Gear Solid 3 other than as an Easter egg for players to find. When Hideo Kojima was asked why it was included in Metal Gear Solid 3, he simply responded with *"what game?"* In a later interview, he stated that the dream was originally going to feature Gradius, another classic Konami game, but decided that he would rather include an original game. He later reiterated this in a tweet. Guy Savage was originally meant to be developed later on into a full standalone game, but the project was ultimately cancelled. A discussion during the 2011 and 2012 coverage for the Zone of the Enders: HD Collection indicated that Guy Savage had been derived from a cancelled prototype for Zone of the Enders 3, also known during development as "Anubis 2", with hints of this connection also being found in the in-game code.

Guy Savage was not included in Metal Gear Solid 3: HD Edition and Metal Gear Solid: Snake Eater 3D. Consequentially, any radio conversations relating to the minigame/nightmare are omitted in these versions.

The scene featuring Snake waking up from the nightmare was included in some early trailers for Metal Gear Solid 3, albeit framed in such a way that indicated he woke up from a nightmare relating to The Boss torturing him.

"metalgear.fandom.com"

Hell's Deep

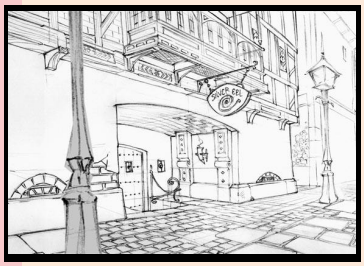
Developer Qube Software
Genre Action-adventure

Hell's Deep is a cancelled action adventure that was in development in 2002 by Qube Software for the PS2 and Windows.

The project was meant to be an ambitious sandbox game, similar to GTA3, but set in a big medieval city, during a dark and menacing time.

As the main focus of Qube has always been the development of 3D software for 3D middleware and not games, they probably found some problems during the development and Hell's Deep was soon cancelled. Only few artworks and some 3D models is known to exist.

"unseen64.net"



Hell's Kitchen

Developer Ludia Inc.
Genre Simulation

Hell's Deep was a cooking game based on the reality TV show Gordon Ramsay's Hells KItchen.

Players would take on the role of an aspiring chef working under the chef Gordon Ramsay. The game would also feature unlockable recipes.

Other games based on the TV show was released on numerous other consoles, but the PS2 version was cancelled.

Hell On Wheels

Developer Skylab Entertainment
Genre Beat 'em-up, Action

Hell On Wheels is a prototype for an action/beat 'em up game that was in development by Skylab Entertainment in 2003/2004. Even if the name and the settings is similar to Full Throttle: Hell on Wheels, this one was a different project, not related to the LucasArts series.

The Skylab Entertainment studio was launched in March 2003 and it was based in Austin, Texas: it included original team members from Ritual Entertainment and Gathering of Developers. Hell On Wheels was their first original project, but it seems that they never found a publisher interested in it and in the end Skylab closed in down in 2005 without any released game.

"unseen64.net"

HILL Project

Developer Gaming Side
Planned release Q2 2001
Genre Shooter

Described as a real-time 3D shoot'em up, this was in development by French-based development team Gaming Side. The game was in development for PS2, PSP, and Windows.

HILL Project used RenderWare to power a real-time 3D shooting engine that looks similar to titles such as Gradius and R-Type. Unlike those games, however, HILL Project allows players to switch between two different views at any time (pseudo Top-Down and top-down) while also enabling them to equip and upgrade their ships with new weapons in the downtime between each level.

The game would includ space stations, moonbases, and various galactic locations in-between. There would also be around 30 different weapons, with several of them that can be combined to create all-new ones with various abilities. The game would also feature leveling systems similar to those of standard RPGs.

The game may have been cancelled because of a lack of publisher.

"ign.com"

Jet Moto Solar

Developer RedZone Interactive
Publisher SCE
Genre Racing

In 2003 a PS2 project known as Jet Moto: SOLAR was rumored to be in development by RedZone Interactive, however no press releases or gameplay information were released to the public. On April 4, 2003 in minor coverage by IGN, the game was confirmed to be cancelled, subsequently confirming its development.

A software design document and a document containing fictional character bios for the game surfaced in 2005 on the personal website of George Rothrock, co-founder of RedZone Interactive.

In addition to a new setting and planned next-gen upgrades in graphics, effects, weather conditions, the game was to feature a new system of power-ups and stunts.

SOLAR was set several hundred years after the original Jet Moto series, when the hover technology from the jet moto bikes had evolved into a new style of moto, the Gravity Resistant Vehicle (GRV). Locales would again expand to other locations off Earth, including Mars, the moon, and Ganymede, one of the moons of Jupiter.

Hokuto No Ken: Legend Of The Final Hero

Developer Dokroton
Genre Beat 'em-up

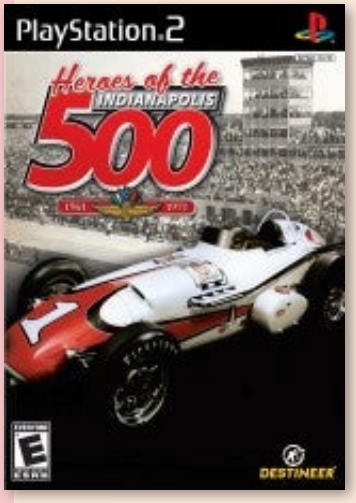
This game was in development, probably for the Playstation 2, by the Italian software house, Dokroton. The project started in 2006/2007 but was abbandoned in 2008 for copyright problems with the Hokuto No ken, also known as "Fist of the North Star", IP.

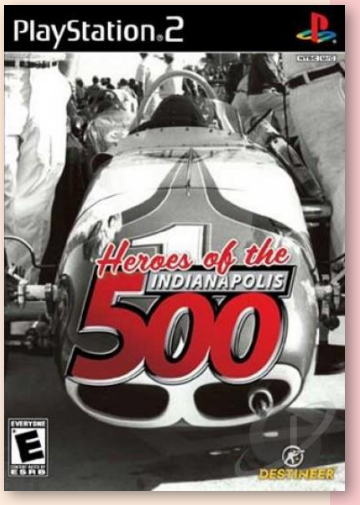
Only 2 videos of gameplay from an early prototype/alpha version of the game still exists.

Heroes of the Indianapolis 500

Developer Coresoft
Publisher Destineer
Genre Racing
Serial number SLUS-21747

This game feature racing on Indianapolis 500 in the 1960's. Players could also be part of the crew, where they would have to fill the tank, change the tires, and extinguish fires in Pit lane mini-games. Players could also unlock new cars and memorabilia as they progressed through the missions.





Honkakuteki Pachi-Slot Mihata Kouryaku Series: Mirukiba & Kirakuin

Publisher Unbalance
Genre Gambling

Honkakuteki Pachi-Slot Mihata Kouryaku Series: Mirukiba & Kirakuin is a pachi game, published by Unbalance, which was cancelled before it was released.

Horrorville

Developer Dogfish Entertainment
Planned release Q2 2001
Genre Shooter

Dogfish Entertainment was a rather obscure studio established in October 2000, created by former employees of Bullfrog Productions. The team worked on many different prototypes, trying to pitch their ideas to publishers. One of these concepts was for a survival horror game titled "Horrorville", which around 2001 could have been green-lighted by Sony as a first-party game, along with another game titled "Dinosaur Zoo". Not much detail about these cancelled projects are known. In 2002 Sony decided to cut their collaboration with Dogfish and the company had to close down. Horrorville and all their other prototypes were lost forever.

Only a single image (of what one can assume could have been Horrorville's female protagonist) is the only image of the project known to exist.

"unseen64.net"

In the Groove 2

Publisher Roxor Games
Genre Music

In the Groove 2 is the sequel to Roxor Games' 2004 arcade game In the Groove. It was released to arcades on June 18, 2005. It was available as an upgrade kit and as a dedicated cabinet developed by Andamiro.

A lawsuit filed by Konami on May 9, 2005, asked for an injunction against the sale of the upgrade kit version. October 23, 2006 Konami and Roxor reached an out-of-court settlement, which resulted in Konami acquiring the intellectual property rights to the In The Groove franchise and thus effectively terminated the distribution of the game in North America.

Due to the Konami lawsuit, a PlayStation 2 port of In The Groove 2 was not released. However, a non-final beta version of the game was leaked onto the internet.

Hirelings

Developer Cinematix Studios
Genre Platformer

Hirelings is a cancelled fantasy platform game that was in development in 2000 by Cinematix Studios for the PS2 and Windows.

Cinematix was founded in 1993, and has released only two PC games: Total Mayhem (Published by Domark in 1996), and Revenant (Published by Eidos Interactive in 1999). After those titles, the studio was working on Hirelings and Renegade Zero, but neither of them was ever released. Cinematix had to close down after a while, probably for economic issues.

"unseen64.net"

JoJo no Kimyou na Bouken: Ougon no Kaze

Developer Capcom
Publisher Capcom
Genre Fighting

The game was released for exclusively in Japan for the PS2 on July 25, 2002. The game had a planned release for the North American, as Jojo's Bizarre Adventure, and European, as, GioGio's Bizarre Adventure, market, but was cancelled before release.

Kawasaki Snowmobiles

Publisher Data Design Interactive
Genre Racing

Kawasaki Snowmobiles is a snowmobile racing game released for Wii and Windows. The PS2 version was cancelled.

In the game, players can pick from four characters and race through six race tracks. The racing competitions are typical in that there are the usual time trials, single races and tournaments, but with the additional bonus of four stunt tracks.

Hyper Tour

Publisher 3D
Genre Action

Hyper Tour is an Action game, published by 3D, which was cancelled before it was released.

Image Sketch

Publisher Artdink
Genre Miscellaneous

Image Sketch is a software, published by Artdink, which was cancelled before it was released. The software may have been cancelled and instead included in the Artdink release, BASIC Dev Studio.

Ice Nine

Developer Torus Games
Publisher BAM! Entertainment
Genre First-person shooter

Ice Nine is a cancelled FPS with tactical elements (inspired by the film "The Recruit") that was in development by Torus Games in 2002/2003 for the PS2. The project would have been published by BAM! Entertainment, but for unknown reasons they never released it. During the missions the player would have been able to make choices that would have ultimately impact the multiple endings of the game.

A GBA version of Ice Nine was released, but it was obviously a different game from this one.

These are excerpts from an interview with Alex Hutchinson, Lead Designer on Ice Nine, who worked on the basic gameplay and mission structure as well as writing the script, directing the voice acting, choosing the levels and key features of the game:

"The enemies have an 'awareness cone' which is visible on the HD, showing you when they'll spot you. The cone is not static however, and is affected by player actions. Knock an enemy out and grab a disguise and the enemies relax, meaning their cone will shrink. If you start shooting wildly, the enemies will go on alert and their cone will grow."

"The system is designed to make the game feel more dynamic than most shooters – we wanted it to have more depth than just running and shooting, and allow the player to work through each level in their own way, making sure they got feedback from the enemies for each of their actions."

"There are twelve playable levels, each of which has at least two different art styles and three to five load sections. Each level is unique – we were very keen to make certain that there was a lot of variety through the game. We have forests, mines, submarines, office buildings and more."

"unseen64.net"

Ikon / Scavenger

Developer	Torus Games
Publisher	(Ikon) Rockstar Games
Planned release	(Ikon) Q4 2003, (Scavenger) Q4 2006 - 2007
Genre	Third-person shooter

Ikon was a third person shooter/sandbox game that was in development for the Playstation 2 from 2002 to 2005 at Ratbag Games. In three years the project evolved and it was later know as Scavenger, as it was shown at E3 2005.

Ikon was one of the earliest announced PlayStation 2 titles to come out of Australia. Ikon (internally codenamed "Next") was a near-future first-person action/vehicular shooter game that assigns players to lead a small band of grassroots freedom fighters in a brutal assault against corporate entities. Assuming the role of Diesel Steele, players would fight enemies on open roads, abandoned towns, and within corporate skyscrapers. Heralded as the first title to use MathEngine's powerful Karma physics engine, Ikon was set to be published by Rockstar Games for Christmas 2003 before mysteriously vanishing out of site not too long after its announcement. The reason why remains a mystery.

Ratbag said that the game was *"a $3.7 million action title that's very demanding on the AI side."*

The official press release of Scavenger:

"Scavenger's hero is a loner battling for his survival and searching for a sister sold into slavery. Scavenging, trading and raiding, he builds up his arsenal of weapons to wreak revenge on the men who took her. Centred around a huge desert wasteland, the game features convoy attacks (players pit their skills against escorted convoys to try and steal their cargo) and allows players to trade to increase their wealth, align themselves with different factions, and increase their attack power by modifying their vehicles and upgrading weapons."

Scavenger was a Free Roaming 3rd Person Action game with vehicle combat and a unique economy simulation that the player could influence and exploit. The player could roam the waste lands hunting bandits and convoys shipping goods between settlements or escort the convoys for a fee. Each settlement produced something the others required, if the player intercepted the goods they could then sell them to the towns that needed them for a higher price. Money was used to buy new vehicles weapons and upgrades.

Completion of different quests that transcend the basic structure of those normal missions would reward the player with new vehicles, weapons caches, goods and plot revelations. They also could lead players on a story driven hunt to find clues and track down pivotal characters based on hints provided by civilians.

Even if they did find a couple of publishers interested in Ikon / Scavenger, the game was dropped by Rockstar after being dropped by Sony and the development stopped after E3 2005.

Midway bough Ratbag Games and shut them down. Midway had no interest in taking the project into full production and moved the team on to The Wheelman before eventually closing the studio.

"unseen64.net"

I-Ninja 2

Developer Argonaut Games
Genre Action

The original I-Ninja is a action game released for the Xbox, PS2 and GameCube at the end of 2003. The works on the sequel were started after a few months, but the studio had some economic problems and they had to closed down in October 2004. I-Ninja 2 was never officially announced: only some concept arts remain as a memento of the project.

From the looks of the concept art, it seems that the sequel would have been set in the same setting as the original I-Ninja, with a scenario that mixed ancient Japan and futuristc robots.

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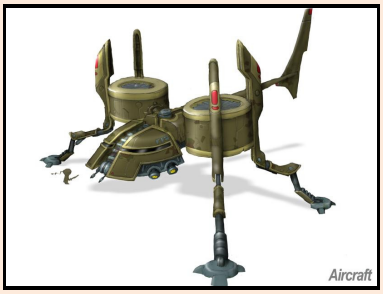
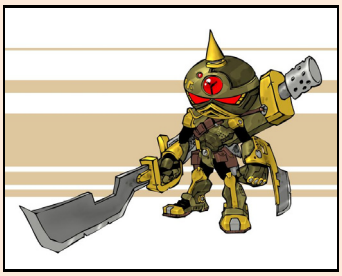




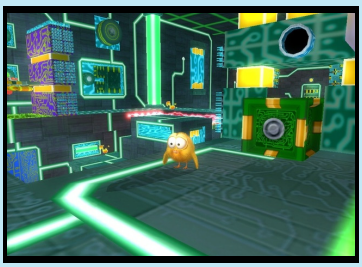
Jamba Allstars

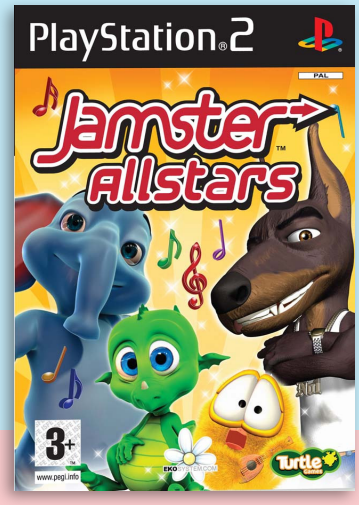
Publisher Turtle Games
Planned release (eu) February 29, 2008
Genre Action

Jamster All-Stars was in development by the creators of the two Crazy Frog Racing games.

Jamster All-Stars was set to include a handful of then-popular mobile-phone ringtone characters.

The player could chose from four different characters; Sweetie the Chick, Nessie, Jamba and No 1 to explore this platform adventure game. Each character would have their own skills and strengths, for example Nessie could breathe fire and Jambo could jump, creating earth shockwaves when he lands. The games would have four distinct environments. The characters would have to move through the platform style game with various challenges to collect musical notes and emblems, solving puzzles and beating bosses along the way.





Intelligent Games Music + Platform

Developer Intelligent Games
Genre Miscellaneous

Intelligent Games were working on "BPM: Ministry of Sound" for PS2, a music-tool to be published under Ministry of Sound brand.

This music-making title was eventually completed many years later by Mix Max as MTV Music Generator 3 and published by Codemasters.

Using the same 3D engine the team also worked for just a few days on an prototype for an action platformer inspired by Jak and Daxter. It was just a way to test their engine to see if it could have been used to create another kind of game other than a music-tool.

In this action-platformer prototype there was a bunny-like character which could run around a small world with a few NPCs to look at. Not much more was ever done on the prototype and was soon put away before the closure of the company.

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Iron Soldier 3+

Publisher Eclipse Software Design
Genre First-person shooter, Simulation

Iron Soldier 3 is a open-world first-person mecha simulation video game originally released for the PlayStation on June 2000. A new version of the game titled Iron Soldier 3+ was in development for both the PS2 and Xbox but it was cancelled.

Internet Karaoke

Publisher Success
Planned release 2002
Genre Music

Internet Karaoke is an rhythm game, published by Success, which was cancelled before it was released.

Jekyll and Hyde

Developer In Utero
Genre Adventure

Jekyll and Hyde is an adventure game by Cryo Interactive. It was released for Windows in 2001. A PS2 version was planned but was eventually cancelled.

Set in 1890 London, this game puts the player in the role of Dr. Jekyll, whose mission is to save his daughter, Laurie, from her kidnappers by recovering certain mysterious and magical artifacts in one night. Dr. Jekyll has no choice but to reactivate his laboratory equipment and bring back his dreaded alter ego, Mr. Hyde.

Inquisition

Developer 4X Studios
Publisher Wanadoo Edition
Planned release 2003
Genre Action-adventure

Inquisition is a third-person action adventure game which was in development for Windows and PS2. The Windows version was released in 2002, but the PS2 version was never released.

Inquisition's adventure starts off in Chatelet prison in Paris. The time is 1348, and the Black Plague is raging throughout Europe. The main character, Matthew, befriends a Knight Templar who, before dying in the prison, gives Matthew a clue to the treasure of the Templar order. Matthew must escape from the prison and investigate the Templars' secret, pursued all the while by the relentless Inquisition.

Inquisition is a third-person action adventure game with an emphasis on stealth and puzzle solving. The game would feature seven levels that span 15 locations that re-create a number of locations in medieval Paris. Inquisition is said to take its inspiration from the medieval mystery movie The Name of the Rose.

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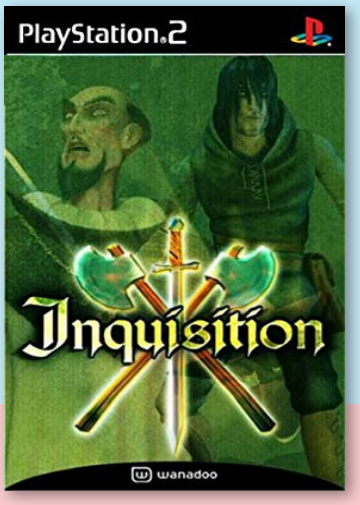

Jinrui Sousakan Pony: Alien vs. Alien

Developer Global A
Publisher Global A
Genre Action

Jinrui Sousakan Pony: Alien vs. Alien is an action game, by Global A, which was cancelled before it was released.

Inuits (White Fear)

Developer Widescreen Games
Publisher Microids - PlayLogic
Genre Action-adventure

Inuits is a cancelled action-adventure game that was in development by Widescreen Games from 2002 to 2004, to be published by Microids for the PS2 and Windows.

Originally announced with the title "White Fear" the game told the story of a young shaman named Iru as he moved to deliver his people from the magical strikes of the evil witch known as Sukko.

Described as a "Fairy Odyssey" Inuits was going to have 3 modes of play.

After a while, Inuits changed the publisher to PlayLogic, before being cancelled without any official statement. It's possible that both Microids and PlayLogic dropped the game for quality reasons.

In early 2019, a prototype of the game from 2002 was uncovered and leaked to the internet. This build was from very early in the game's development and is missing sound, but it is still enough to tell what the game was going to be like.

The prototype contains a decent amount of completed environments, even if some of them aren't completely interactive. The first level includes the Ice World, an icy cave network with ancient statues, traps, puzzles and ice monsters. The player is able to use their spear, as well as magical shamanic powers. To defeat their enemies and move block puzzles. The prototype also includes a The Village World, Volcano World and Jungle Worlds, but those are very incomplete at the stage of development.

"unseen64.net" "queuetimes.com"

Jason

Developer Darkworks
Genre First-person shooter, Simulation

Jason was one of several game concepts done at French studio Darkworks in the early 2000s, planned to be developed for the PS2 and Xbox. There are not much info available on the project, but it looks like it should have been set in a sort of Norse mythology, with viking boats, warriors and demons to fight.

However, the title never entered in production as no publisher was found. Instead, work on Time Crisis Adventure was started, a project that seems to have been later evolved into Cold Fear, Darkworks' survival horror that was released in 2005 for PS2, Xbox and Windows. Only a few artworks remain of this game.

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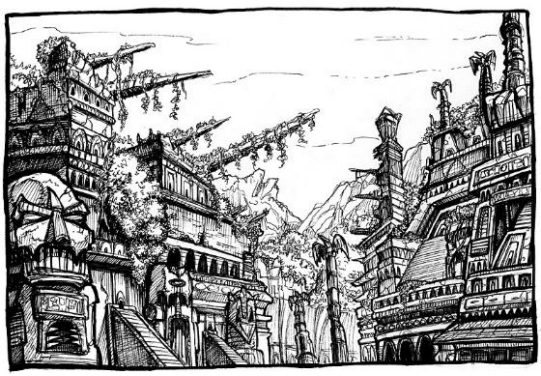
Johnny Whatever

Developer Johnny Whatever
Genre Action

Johnny Whatever is a computer game by Warthog Texas. It started off in development for the PS2 and the original Xbox, but after the developers were purchased by Tiger Telematics to produce titles for the Gizmondo handheld console, it became Gizmondo exclusive. As Tiger Telematics went bankrupt in February 2006, the game was shelved.

The game is set against the backdrop of an "Orwellian future England." The Iron Royals have enslaved the people of New London, Rock-N-Roll has been outlawed and the Queen has been imprisoned in a vat of mustard while squads of Robo-Bobbies terrorize the populace. Johnny Whatever is ripped from the underground music scene and thrust into the conflict when his band mates, The Hooligans are apprehended by a roving gang of the Iron Lady's goons. With the help of inventor Roland Clockworks, Johnny sets out to save his friends, free the people and restore the true Queen to power. All in the name of Rock-N-Roll.

Johnny Whatever would combine rock music and action to deliver a unique style of game play where music is the weapon. Players assume the role of Johnny Whatever, the reluctant hero whose equipped with only an "upgraded" guitar. Players would freely roam the streets, stringing together power-chords and creating combo riffs to blast enemies with decibels of destruction.



Joust 3D

Developer Midway Games West
Planned release 2002
Genre Action, Shooter

In July 2000 Midway Games West started development on a 3D revival Joust, an arcade game developed by Williams Electronics and released in 1982. Joust 3D was said to be released in 2002 for PS2, Xbox and GameCube. Quality issues were the reason for the game's cancellation in May 2001.

Other remakes were in development, but never released. An adaptation with 3D graphics (and a port of the original Joust as a bonus) was in development for the Atari Jaguar. Titled Dactyl Joust, it was eventually canceled. Another remake in development was Joust 3D for the Nintendo 64. Since the arenas for the game were in 3D, it was to use a split screen for the multiplayer battles. Newcomer pitched an updated version of the arcade game for the Game Boy Advance to Midway Games. The company, however, did not sanction it. The prototype featured multi-directional scrolling, more detailed graphics based on 3D renders, and new gameplay mechanics.

Kat Burglar

Developer Traveller's Tales
Publisher Midway Games
Genre Stealth

Kat Burglar is a cancelled action/stealth game that was in development by Krome Studios, probably planned for PC, PS2 and Xbox.

In the beginning of year 2000 Krome Studios announced a new game about a lady burglar called Katherine Kelly, who steals works of art for a collector called Hugo Biggs-Lazenby.

The game would be set on the island of Mont-St. Michael, and would feature a number of adventure-game driven mechanics similar to those found in Flight of the Amazon Queen, as well as AI sidekicks who players could give orders to through hand gestures. The intent was to have a Zelda-style unlockable open world, with the island opening up to players as they progressed.

Despite the game being developed to a playable state through one prototyped level, they were unable to secure a publisher. Opportunity came later that year, as Sony expressed a desire to publish a cartoony platformer on their PS2 – a desire that Krome were happy to help fulfill. That game that would later go on to become TY The Tasmanian Tiger, and one of the company's most iconic franchises.

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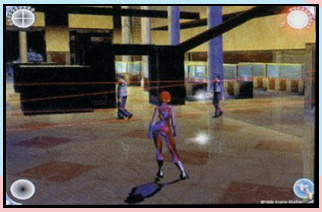


Justice League

Developer Traveller's Tales
Publisher Midway Games
Genre Action-adventure

Justice League was an over-the-top action/adventure title developed by Traveller's Tales and it would've been publishing by Midway Games.

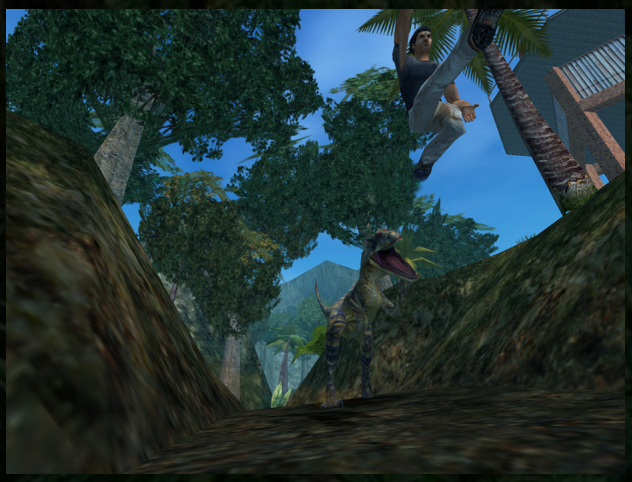
Based on the Cartoon Network animated series rather than the DC comic book. Playable characters include the Green Lantern, Hawk Girl, Superman, Batman, Wonder Woman, Aquaman, The Flash and Martian Manhunter with a long list of enemies that include such classic villains as Orm, Mongul, and Lex Luthor.

Jurassic Park Survival

Developer Savage Entertainment
Publisher Vivendi, Konami
Planned release November 14, 2001 - Q2 2002
Genre Action-adventure

Jurassic Park: Survival is a cancelled action-adventure game that was in development by Savage Entertainment and was to be published by Konami. Based upon the Jurassic Park franchise, the game was to be released on the PS2 and Xbox in November 2001. Other versions of the game were planned for Windows and GameCube.

Jurassic Park: Survival was to be played from a third-person perspective with David Vaughn–a member of a security team–as the main character. Gameplay was described as being similar to the Tomb Raider games. Chacko Sonny, a founder of Savage Entertainment, described the company's goal on the gameplay as *"Die-Hard meets Jurassic Park."* In its preview video, gameplay appeared similar to a survival horror game, with additional action-adventure elements such as climbing, crawling, rolling, shoot rolling, jumping and swimming, as well as other platforming strategies to outwit the dinosaurs instead of trying to take them head on.



Vaughn's enemies would have included eight dinosaur species and four different types of military officers. A fictionalized version of Troodon with glowing eyes would have been featured in the game, and was later implemented into Jurassic Park: The Game. Dinosaur AI was meant to be an integral part of the game; dinosaurs would be able to lure the main character into traps, hunt in packs, and retreat for reinforcements if needed.

Vaughn's weapons would have included a pistol, an electric prod, and a grenade launcher. Vaughn would also carry a PDA with him, which could be used to contact team members for assistance. An item known as the "phero pack" could also be carried around and dropped in certain locations to lure dinosaurs to Vaughn's human enemies and attack them. Puzzles were also to play a major role in the game. Stealth was also a significant part of gameplay, as Vaughn could complete objectives easier by avoiding detection from guards and spotlights while inside enemy encampments. Vaughn could also use computer terminals located throughout the game to access security cameras for a better view of the area and nearby enemies.

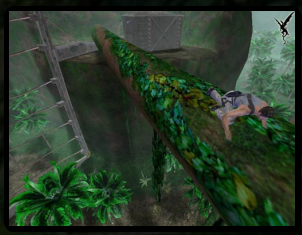
The game would have featured 12 large levels, located in swamps, dense forests, huge caves and networks of tunnels, military outposts, a marina, a terrorist camp, jungles, a hatchery, and a large aviary used to house pteranodons. The game's dark cave level would involve Vaughn using a mining helmet equipped with lighting to find his way through. A tram would have been used to transport Vaughn from one location to another. A driving mode was also planned, in which Vaughn could commandeer vehicles located throughout the island. In a canyon

cliff level, Vaughn would be able to take control of an all-terrain vehicle as part of an ensuing chase through a dense jungle. In another instance, Vaughn would drive a Jeep being chased by a Tyrannosaurus.

According to IGN, the game's story would have involved a secret third island, where wild dinosaurs roam while others are contained in security areas. The U.S. Government, concerned about dinosaur overpopulation, sends a security team to the island to aid scientists who are studying the animals' behavior. David Vaughn, the main character, is among the security team. A "shadow organization," interested in dinosaur DNA, locates a government insider on the security team and launches an attack, taking full control of the island. Vaughn goes on to explore the island and rescue scientists and other security members.

According to GameSpot, David Vaughn would have been a security officer at the now-closed Jurassic Park, where his job would be to prevent dinosaurs from escaping the island and multiplying. Unknown to Vaughn, his boss and head of security on the island, has made a deal with a shadow corporation to supply it with dinosaur DNA, followed by the destruction of the island to give the shadow corporation an edge in DNA research. Vaughn's mission would be to keep the dinosaurs on the island while rescuing his security co-workers.

According to PlanetPS2.com, the game would have been set on Isla Sorna, with Vaughn as a security design technician.



Konami and Universal announced the game in September 2000, under the title of Jurassic Park III, to be based on the upcoming 2001 film of the same name. Jurassic Park III was described as an action-adventure game, and was to be published by Konami for a fall 2001 release on GameCube, PlayStation 2, and Xbox. A PC version was also announced. Konami revealed that the Xbox version of the game would be titled Jurassic Park X.

In October 2000, it was announced that Savage would be developing the game. The game's A.I. software engineer, Joseph Nunn, began designing and programming the game's A.I. that month. Savage Entertainment's COO and co-owner, John Lefleur, served as the project's leader and as a programmer. By November 2000, the Xbox version of the game was scheduled for a tentative release in the third or fourth quarter of 2001. In April 2001, the PS2 version of the game was scheduled for release on November 14, 2001. By May 2001, the GameCube version had not yet received a release date.

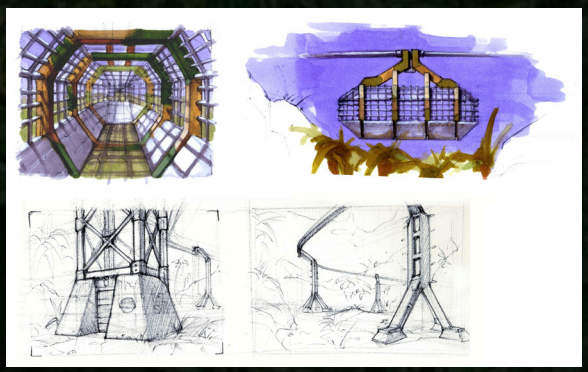
On May 9, 2001, the game was officially unveiled as Jurassic Park: Survival, with no relation to Jurassic Park III, although the game was to include memorable scenes from each film in the series. The first screenshots from the game were released that day. A trailer for the game was released later that month at E3. To develop the game, Savage utilized their new high-performance game engine, codenamed "Sabertooth" and also known as "Fang." The engine was developed concurrently with the game. It would have been the first Sabertooth-developed PlayStation 2 video game to be released. Swingin' Ape Studios worked with Savage to help create

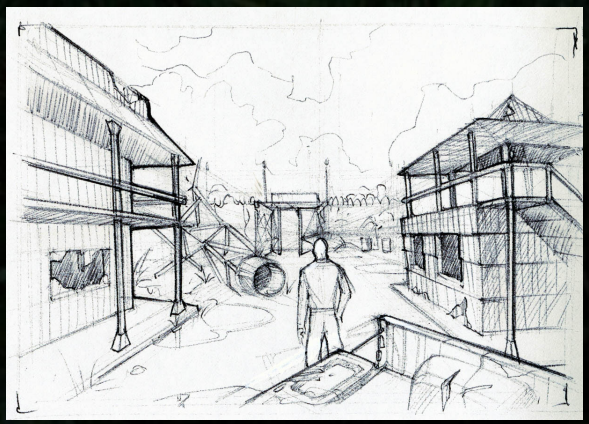
levels and other aspects of the game, including its ATV level. Michael Kirkbride, the game's senior designer and artist, designed game objects, puzzles, and levels for the game. Felix Kupis, another senior designer, worked on the levels' layouts using 3DS Max.

Art director Rob Stahl developed the visual design of the game's levels, buildings, vehicles, and weapons based on what was featured in the series' first two films, Jurassic Park and The Lost World: Jurassic Park, as the third film was still in production and could not provide visual reference. Stahl also co-created gameplay scenarios and worked with the engineering team to develop Savage's game engine. Stahl said Jurassic Park: Survival was *"one of the more challenging"* projects he had worked on: *"In a lot of ways it was the worst because I was taking design ques from the other two films as far as some of the props, locations, and stuff but this was supposed to be an official game that ties or is in conjunction with Jurassic Park III so I really had to have something [from that film] to base my stuff on. But we just kind of had to wing it to a certain point. But I think that at a point we would have had to have gone back and fix a lot of stuff."*

Stahl also said *"every couple months we'd be told that they accepted how we had designed things and it was okay, because it was going to be a game inspired by the movie. But they were sort of deciding where that line was. At a certain point I think they just wanted us to build stuff, and they thought it would all match up and then when it became an issue they sort of accepted the fact that the game was going to be an 'inspired by,' then I think they tried to put other stuff and other scenarios in that weren't going to be in the film. It just sort of became sort of smushed together, and ended up losing momentum."* Stahl said another challenge was creating the illusion that the game's levels were larger than they actually were.

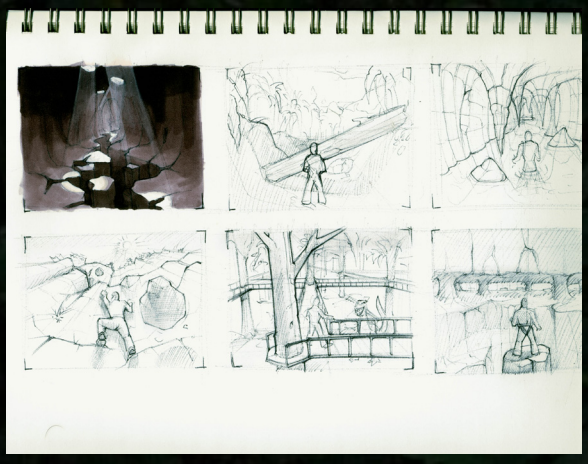
Each dinosaur's mesh data was based on models created by Stan Winston, followed by high resolution photographs being taken of the models to help create the game's dinosaur graphics. Each of the game's dinosaur models used a maximum of 1,500 polygons, a low number for the PS2. This allowed the game more polycounts for its large levels. During the final months of development, one of the last levels designed for the game was its aviary location, which was based on a scene in the film. The game utilized motion capture technology, which was overseen by Giant Studios. The game also utilized cinematic scenes, which were created by Tigar Hare Studios.





In June 2001, the Xbox version was planned for release in the spring of 2002. The following month, it was reported that the Xbox version would be released in November 2001, alongside the PS2 version. As of July 17, 2001, the game was expected to be showcased at a Universal gaming event in early August 2001. On July 31, 2001, Savage announced that they were no longer working on the game. Universal had been dissatisfied with the game's progress, including its poor animations. By September 2001, the game's release date was delayed to January 2002.

On November 5, 2001, Savage confirmed they were no longer working on the game due to conflicts of Vivendi-Universal not providing funding to Savage. A spokesperson for Savage later said, *"We were looking forward to finishing [Survival] up and getting it on the market [...]. Unfortunately, we can't finish it without funding to pay our people and Universal wasn't providing that."* On November 19, 2001, a Universal spokesperson reportedly told a Jurassic Park fansite that progress on the game would continue with a different developer, with an expected release sometime in 2002. According to Universal, *"We simply weren't happy with the progress of the game and we felt that it deserved more time with a new developer."* The website was later asked to remove the quote, as Universal claimed it was *"not an official statement"*.



Later that month, a Savage spokesperson said a new developer would probably start from scratch on the game, and speculated that Universal had not yet found a new developer. The spokesperson also said, *"Universal has crunched the development cycles of some of its titles in the past and failed to realize that carries with it a necessary compromise on quality. It would be good for them to give the team working on the title sufficient time to do the franchise justice."* In December 2001, the PS2 version was expected for release sometime in the first quarter of 2002. From January 2002 to March 2002, the PS2 version's U.K. release date was unknown. Ultimately in the U.K., the PS2 version was to be published by Sierra Entertainment for release on April 12, 2002.

The game was to use the same dinosaur sounds from Jurassic Park III. During development, Universal was in the process of negotiating the use of the film's musical score in the game.

In June 2001, Universal announced they had partnered with advertising agency Kovel-Fuller to create a multimillion-dollar advertising campaign for the game, consisting of national television and printed ads. The game's trailer was released on the Jurassic Park III soundtrack CD. Universal also considered in-theater promotion, and planned to include the game's trailer on VHS and DVD copies of the third film. New screenshots for the game were released throughout July 2001.

In May 2001, IGN's Douglass C. Perry viewed an early version of the game at Savage's studios and said that *"these former PC coders are off to a magnificent start."* Perry, who had been disappointed in the lack of entertaining dinosaur video games up to that point, believed that Universal and Savage had *"laid meticulous plans to tackle the dinosaur dilemma once and for all"* with Jurassic Park: Survival. Perry wrote that the *"smartest thing"* the companies did was to create an original storyline unrelated to Jurassic Park III to create a game *"first and foremost"*, calling it a *"big step for a movie-centric company such as Universal, but it's a bold one that should hopefully pay off."*

Perry was impressed by the large size of the game's dinosaurs and their *"visually impressive"* skin textures, although he wrote, *"For the most part, the amount of detail was not quite staggering, but eye-opening to be sure."* Perry concluded that while the game was still in a very early stage of development, *"it shows many signs of promise. By straddling the line between free exploration and dinosaur hunting/avoidance, the game looks to provide a great need that Tomb Raider has long since left vacant. At the same time, gamers' appetite for a good dinosaur game has never been quenched. Jurassic Park Survivor looks like it could very well make its mark in this next generation, and specifically on PlayStation 2 with this hybrid concept. I'm looking forward to it."*

Shane Satterfield of GameSpot, who noted the *"less than satisfying results"* of previous Jurassic Park games, wrote that Universal and Savage *"are hoping to buck that trend"* with Jurassic Park: Survival. Satterfield noted that, *"Very few movie games end up being successful, perhaps because they try to emulate an experience the player has likely already had. Since Savage is creating its own story for Jurassic Park: Survivor, though, it seems to have the freedom to step outside the conventions of the series and concentrate on making a great game. Jurassic Park: Survivor is still very early in development, but it is definitely a game to watch as its release date nears."*

Chris Leyton of Total Video Games also noted the lack of well received Jurassic Park games up to that point, writing that Universal and Savage *"are hoping to change that"* with Jurassic Park: Survival. Leyton, who noted that film tie-ins *"have a history for being appalling,"* felt that the game's original storyline was a *"bold"* decision, *"but should end up being the right one,"* giving Savage *"the freedom to step away from the constraints and concentrate on making a good game. [...] Hopefully we'll see the first Jurassic Park game worthy of its license when it ships."*

Todd Mowatt of Electric Playground wrote, *"Like a flame broiled Whopper at Burger King, this game is being loaded with features, including an original storyline. Gamers aren't strangers to prehistoric reptiles and the previous Jurassic Park games were anything but stellar--the words 'dinosaur dung' come to mind--so Savage and Universal have their work cut out for them. [...] I am here to tell you that there is hope. So far this game does not look like it will follow in the footsteps of the other now-extinct Jurassic Park licensed videogames."*

Although Jurassic Park 3 performed well in theaters its general reception seemed midling and its tired plot portrayed by an unexpected cast may have led to the game's ultimate demise. By the time the movie was on DVD Jurassic Park: Survival was long forgotten and supplemented by a handful of Game Boy titles from Konami.

Kinkou Hakken Game: Ippatsu Senkin!

Publisher FAB Communications
Genre Strategy

Kinkou Hakken Game: Ippatsu Senkin! is a strategy game, published by FAB Communications, which was cancelled before it was released.

Kita e. Diamond Dust Volume Winter

Developer Red 5 Software
Publisher Hudson
Genre Simulation

Kita e. Diamond Dust Volume Winter is a Simulation game, developed by Red 5 Software and published by Hudson, which was cancelled before it was released.

King of Fighters Maximum Impact Regulation A2

Developer SNK Playmore
Publisher SNK Playmore
Genre Fighting

King of Fighters Maximum Impact Regulation A2 was developed as the sequel to KOF Maximum Impact Regulation "A".

The game was announced for the PS2 and Taito TypeX2 at the Tokyo Game Show 2008. Many believed that the game was put on hold due to the development of KOFXII, but it was later canceled.

Konami's Moto-X

Developer Konami
Publisher Konami
Planned release August 4, 2003
Genre Vehicle combat

Konami's Moto-X was going to be a postapocalyptic motorcycle combat game, that was in development by Konami in 2002, for the Xbox and the PS2.

The game was to be set in the near future, Earth has been ravaged by a series of devastating wars that have hurled the planet into a state of chaos. Mercenary bikers roam the land and fight high-speed battles on ultramodern motocross bikes. They fight for food, fuel, water and whatever precious neogear they can find. To survive, riders must scavenge for weapons and use tricks to elude their vicious enemies.

The game would begin with choosing from one of six riders - each equipped with a unique bike and individualized characteristics that generate special abilities. Once a rider is selected, players could race and fight other bikers in eight post-apocalyptic worlds that range from bombed out cities to an old desert town. To survive in these levels, players would have to engage with adversaries in hand-to-hand combat at high speeds - or scavenge for weapons to levy stronger attacks. The game would also include a multiplayer mode.

"unseen64.net"

Kid Ninja: Spirit of the Dragon

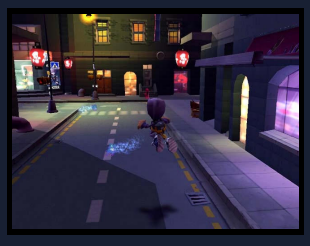
Developer Asylum Entertainment
Planned release 2003
Genre Action-platformer

Kid Ninja is a cancelled 3D platform/action game that was originally meant to be released for the GameCube, Xbox and PS2 in 2003, but the project was later canceled by UK developer, Asylum Entertainment. A Wii version was later planned too, but it seems that it was never released neither.

The game's story starts with an apparently normal 12-year old kid who is fanatical about martial arts. Streetwise kid Jet has a secret destiny – to fight evil using Ninjitsu knowledge and skills passed down through the ages. Each night after lights out he becomes Kid Ninja, and stealthily slips out of the bedroom window. Guided and helped by his wise and trusty magical toy he battles heroically to save the world from the evil Raging Dragon spirits.

Jet Woo has the ability to transform into different kinds of animals that possess their own unique abilities and attacks. When Jet morphs into a giant gorilla, for instance, he'll can destroy enemies with his massive simian hands. Transforming into a preying mantis, on the other hand, allows Woo to slice his opposition into pieces. There are other creatures that Kid Ninja can transform into as well, including critters like butterflies and tigers.

In an early interview with the UK industry publication Edge Magazine, Asylum Spokesperson Jamie Collison said *"We want the character to be one of the most recognizable and best loved brands in the market for a long time to come. We're launching him across several mediums involving cutting edge music, TV, film, comic books, and toys. We expect it to be hotter than Mario Sunshine."*



The Good, the Bad and the Ugly

Developer Bits Studios
Publisher MGM Interactive
Planned release 2006
Genre Third-person shooter

The Good, the Bad and the Ugly is an Action game, developed by Bits Studios and published by MGM Interactive, which was cancelled before it was released.

The game started development after british developer bits studios acquired the rights to the "the man with no name" trilogy of films that included "a fistful of dollars," "for a few dollars more," and "the good, the bad, and the ugly". It was not known on whether Clint Eastwood would be reprising his role for the game, although bits studios had expressed an interest. The game was expected to be released sometime in 2006, and would be available for the Windows, PS2, PSP, and Xbox.

The game would be loosely based on the movie, but would follow a new storyline that would keep the tone of the original film.

The Movies

Genre Simulation

The Movies is a business simulation game created by Lionhead Studios released in 2008 for Windows and subsequently ported to Mac OS X.

In The Movies, players get the chance to run their own movie studio. The game can be divided into three main areas – designing the movie studio, forging the careers of film stars and making films.

The Ace Of Spade

Developer Ubisoft
Genre Action

The Ace of Spade is a cancelled action game that was in development by Ubisoft in 2004, for the PS2. The team created an early playable prototype that was probably used for an internal pitch, but in the end the project was never finished for unknown reasons.

The game had a cover/fire system similar to the one used in Namco's Kill Switch and later in Gear of Wars.

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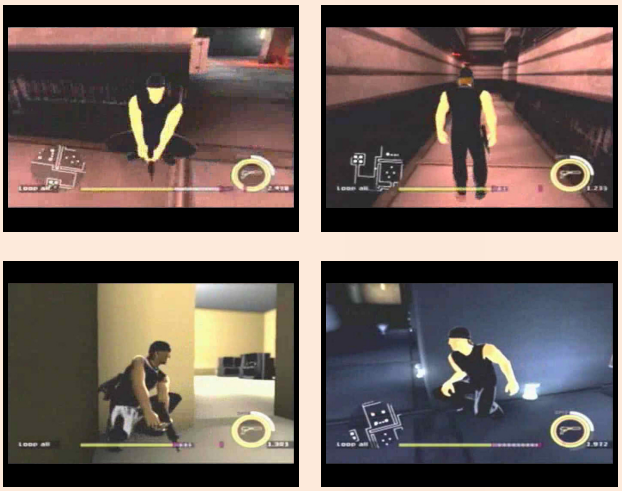

Lien: Owaranai Kimi no Uta

Developer Kyarara
Publisher Kyarara
Genre Visual novel

Lien: Owaranai Kimi no Uta (Lien ～終わらない君の唄～) is an unreleased Sega Dreamcast and PS2 visual novel game which was a port from a PC game.

The game start with the player character who regained consciousness after dying. At first, he find the experiencing of being a spirit was somewhat fun, but he soon had to get a grip on himself. Even after becoming a ghost, he have to commute to school as usual.

Knights

Developer Lost Boys Games
Publisher Swing! Entertainment
Genre Action-platformer

Knights is a cancelled platform/action game that was in development in 2002/2003 by Lost Boys Games, planned to be published by Swing! Entertainment. The game was canned in late 2003 because Lost Boys Games were sold to Media Republic and renamed Guerrilla Games, when they started to work on their Killzone series for Sony.

In this comical adventure game, the players intrepid knight faced dangers by using environment where his lacking swordplay skills failed him — the game was designed to heavily utilize next-gen physics for its platforming gameplay and puzzle solutions.

Knights was originally started as a multiplayer brawler for Dreamcast and PC by Digital Infinity, but that version was canned when DI were merged with Lost Boys in late 1999.

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Knights

Developer Eden Games
Publisher Atari
Genre Vehicle combat

Knights is a cancelled car combat game that was in development by Eden Games for the Xbox, PS2 and GameCube. The project would have been published by Atari but in May 2002 the company was sold to the Infogrames Group and Knights vanished without any traces. In 2003, Eden Games released V-Rally 3 and Kya: Dark Lineage. Only some artworks remain of this car combat project.

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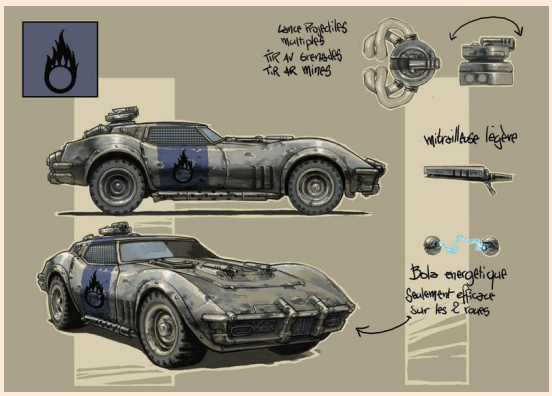

The Cabal

Serial number SLUS-21056

The Cabal is apparently a cancelled PS2 game.

note: The game recieved a serial number. But other than that I could not find any information. The game may be another cancelled release of game called Jogo -yanya Caballista City Skater which was already released on the PS2, but this is just speculation from my side.

Katan

Publisher Capcom
Genre Action

Katan is an action game, published by Capcom, which was cancelled before it was released.

Kiki Kai Kai 2

Developer Starfish Entertainment
Planned release 2006
Genre Shooter

KiKi KaiKai 2 is a modern continuation to the 1986 arcade game, KiKi KaiKai. The was originally in development for the PS2 by Starfish Entertainment and set for a 2006 release, but was canceled early in its development only to reemerge as the unlicensed spiritual successor with title Kiki Kai World, which later became Heavenly Guardian when published.

The Fast and the Furious

Developer Genki
Publisher Universal Interactive
Genre Racing

The Fast and the Furious is a 2006 racing game for the PS2 and PSP. The game is based on the film series of the same name, particularly, The Fast and the Furious: Tokyo Drift. It was originally going to be published by Universal Interactive, but the company closed its doors before the game was completed.

In 2003, Genki's anticipated game was being developed and then cancelled. The promotional trailer is included as one of the bonus features in the 2 Fast 2 Furious DVD. The two games were developed by two different developers however (the 2003 cancelled game by Genki; the 2006 released game by Eutechnyx), and besides their tie to the Fast and Furious franchise, they were not related in any way.

Genki's game would features fully licensed vehicles from carmakers like Mitsubishi, Mazda, Toyota, Nissan and other "Furious" vehicles from both movies. Players could customize their cars to build faster cars, nitrous boosts and more. Players could also take on more than 80 story-driven missions that let them build up their reputation and credit on the streets of L.A.

The Getaway Online (HOME Proto)

Developer SCE London studio

In summer 2004, SCE London studio gave the finishing touches to EyeToy: Play 2. After that, the team began working on "The Getaway Online" for PS2, which evolved into different concepts and which is known as Home for PS3 nowadays. Sadly, not much is known about the original project.

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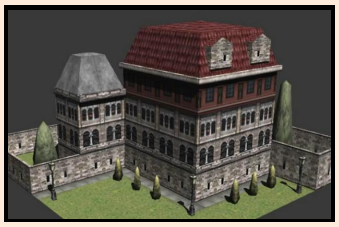

Kouma

Developer Sega
Publisher Sega
Genre Action-adventure

Kouma is an action adventure game, developed and published by Sega, which was cancelled before it was released.

Kunai

Publisher Tecmo
Genre Action

Kunai is an action game, published by Tecmo, which was cancelled before it was released.

Lady Sia 3D

Developer RFX Interactive
Publisher TDK Mediactive
Genre Action-adventure

Lady Sia 3D is a prototype for an action adventure game that was in development by RFX Interactive in 2002 / 2003, for the GameCube and PS2. The game was meant to be a 3D sequel to the original Lady Sia, created by RFX and published in 2001 by TDK Mediactive for the GameBoy Advance.

Lady Sia 3D never evolved into a full game and it's possible that the team found it too difficult to translate the gameplay of the original GBA version into a 3D world (before this proto they only worked on 2D games for the GBC and GBA). In 2003 RFX closed and TDK Mediactive was acquired by Take-Two Interactive.

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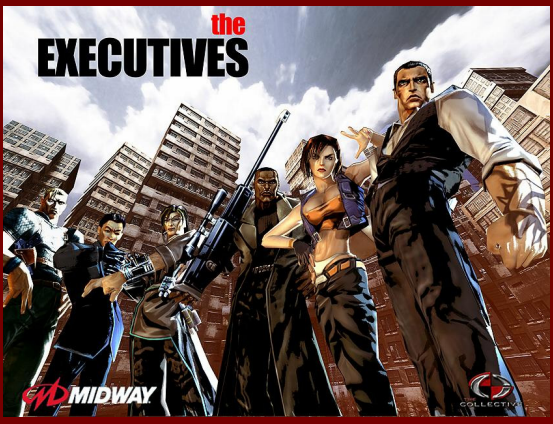

The Executives

Developer	The Collective studios
Publisher	Midway
Genre	Action

The Executives was an action game in development in 2003 for the PS2 by The Collective studios, that was going to be published by Midway. The game was never officially announced and it was cancelled during the early stages of development. Only some screenshots and concept arts remains from the project.

In some of these concepts, the title of the game was changed to “Career Criminal”. A title which was also used for an internally developed but also cancelled Midway game developed for the Xbox 360/PS3. That project was started soon after the efforts of The Collective were cancelled.

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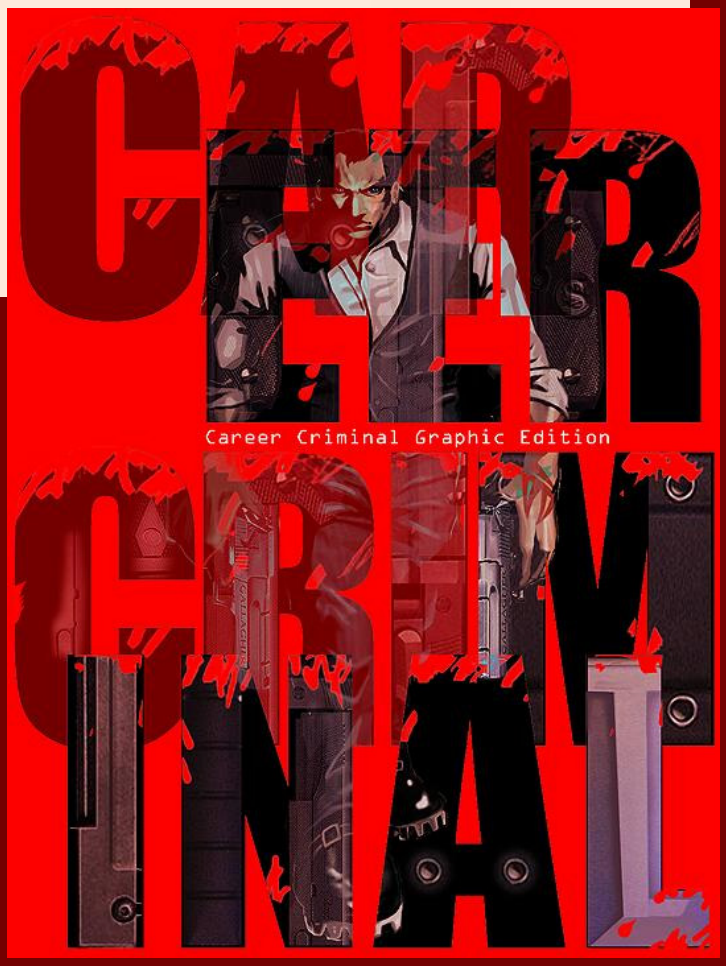
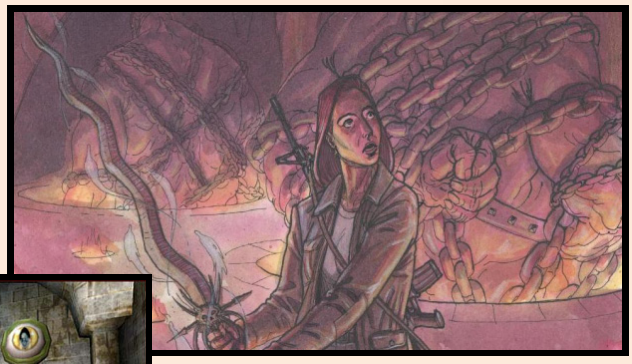
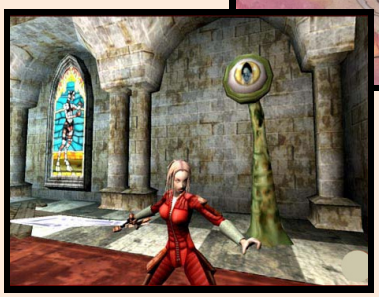
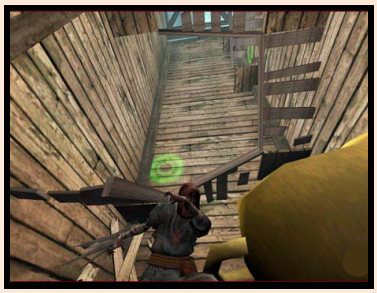


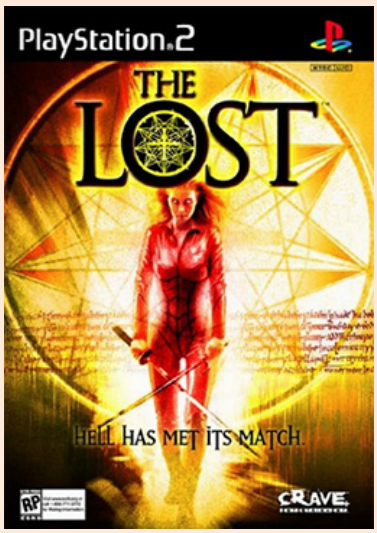
The Lost

Developer Irrational Games
Publisher Crave Entertainment
Planned release 2002
Genre Survival horror, Third-person shooter









The Lost is an unreleased third-person shooter survival horror game co-developed by Irrational Games and FXLabs. Set to be released in 2002 for the PS2 and Xbox, The Lost went through a rocky development period until it was completed, and cancelled.

The Lost is heavily inspired by Dante Alighieri's Divine Comedy, particularly Inferno. The setting is present day, and the main character is a waitress and medical student named Amanda Wright. Amanda is a single mother who has lost her only daughter, Beatrice, in a tragic car accident. Desperate and suicidal, Amanda makes a deal with the devil. Selling her soul, she is given the chance to plunge into the bowels of a concentration camp-esque hell in an attempt to rescue her daughter's soul. The only aids she has in the bowels of hell are Virgil, a strange reptilian creature who Amanda must free from an enchanted sword, and four hellish beings called the Entities. While in hell, Amanda meets several Entities. She is able to trade identities with these beings, and each Entity is playable, with their own special abilities.

- Shadow: A thief-like character, Shadow specializes in stealth and deception.
- Light: Adept in defensive spell-casting, Light can also provide healing spells.
- Corruption: An emaciated mage who performs powerful, offensive spells.
- Instinct: A sword-wielding character that is best used in close combat.

Creative director, Ken Levine, recalls about the adventure/horror project. *"It was Silent Hill meets Zelda meets Devil May Cry in the sense that it was a series of levels in linear fashion, but within the levels, there was freedom."*

Just after the launch of System Shock 2, Irrational Games had the opportunity to make its first console game. *"We ran into a publisher who wanted us to do a console game,"* explains Levine. *"We had never done a console game before, and my business partner had left to start the Australia studio. We didn't really have a lot of technology people at the group, and the money we had to do the game wasn't sufficient for the game we were planning on doing. We were pretty inexperienced at the time, and the publisher was inexperienced. They were trying to do triple-A titles for the first time, and that combination led to some problems."*

"It wasn't that we didn't believe in the game or that we weren't excited about it," adds art director Nate Wells. *"But it's that feeling you get when you're trying to make art with your hands tied together. You know how you want it to be, and to see that you're not going to be able to do it is just crushing."*

In March 2008 it was reported that all development and rights to The Lost was acquired by FXLabs, who later released the game for Windows in India under the title Agni: Queen of Darkness. Agni is thought to feature redone art but keeps basic plot and gameplay elements intact.

The Lost's development period had always been relatively rocky. Playable models of the game had been described as unstable, with a jittery framerate. The developer chose to switch to a different graphics engine partway through the project, moving from the LithTech engine to Epic Games' Unreal Engine. Also, Crave Entertainment changed The Lost's traditional publishing model to a budget game model.

When it was finished in 2003, The Lost was only a shadow of the game Irrational had envisioned. Rather than risk the studio's reputation, the game was simply not released.

Levine explains:

"The fact that we make games that people can count on the quality of is important to us. You couldn't guarantee sales, but you control quality a lot more than you control commercial success. While I think this game had some really cool stuff in it, we just couldn't get the tech working in a way that would be competitive. I'm not going to kid you, the game is not good…I realized that we just weren't going to make fans happy. It just didn't work…as a company, confidence-wise, it really almost sunk us."

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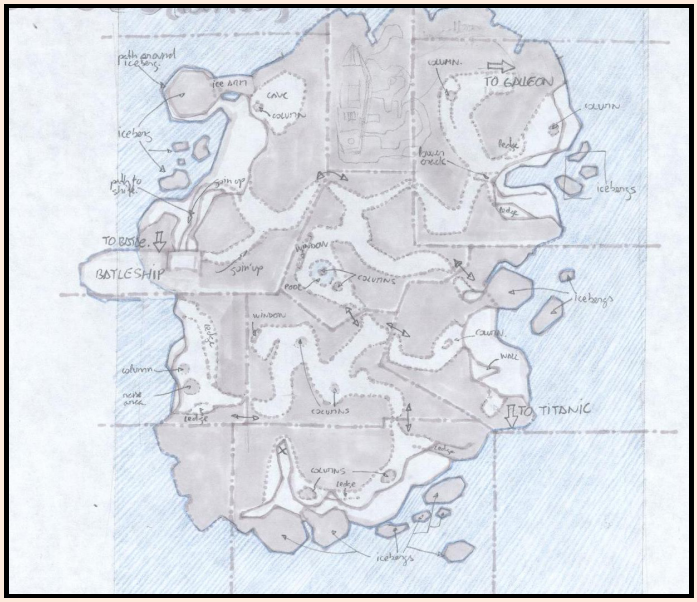
Thankfully, Irrational's bad experience with The Lost didn't destroy the team's will to make a console game. In fact, Irrational next console project would be hailed as one of the most ambitious and innovative video game achievements: BioShock. *"We had to say to ourselves, 'There's no reason we can't make a successful console game' after having this experience,"* admits Levine. *"We had to just put The Lost behind us and move on to BioShock and say 'Look, we can do this now.' Because this really tested us. We ate the emotional and financial cost, and we moved on."*

"gameinformer.com / irrationalgames.ghoststorygames.com"



The Last Job

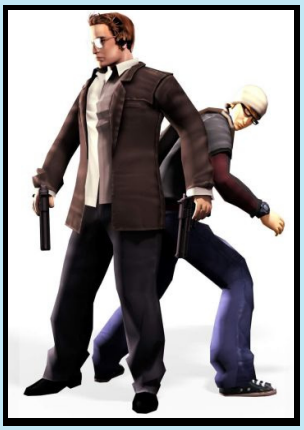
Developer Acclaim Studios Cheltenham
Publisher Acclaim
Planned release Q4 2005
Genre Action-adventure

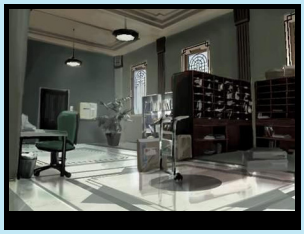
The Last Job is an action-adventure game, developed by Acclaim Studios Cheltenham and published by Acclaim, which was cancelled before it was released. Probably after Acclaim went bankrupt.

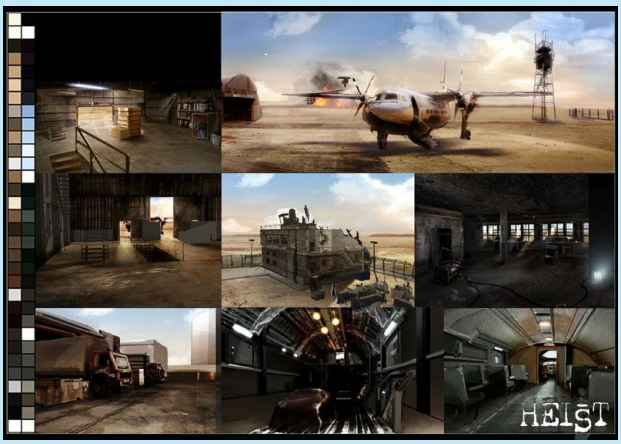
In The Last Job, players would have been in control of a crew of four crooks, each with their own special skills. One is the brains behind the whole operation, another works as the brawn, one provides all the necessary hacking skills, and the other is a stealth-based thief. During each mission, player would control all four characters. The game was not a squad-based game. Rather, missions would be broken up into four different sections, each happening within the same frame of time, but each featuring a different teammate performing a different task.

In an early demo video it featured a mission in which the crew is involved in a bank heist gone wrong. Cops are beginning to swarm the area, and the characters only have 15 minutes to break into the vault, get the loot and get out, all while trying to hold off the cops. To begin the mission, O'Neil, the brains man, was on the roof sniping off cops. Once that mission was over, time rewound back to the beginning, and now the controlled character was Miller, the muscle. Miller's job was to shoot any cops that O'Neil missed during the roof sequence. This is something the developers of the game call "parallel play." Everything players would do from sequence to sequence affects how the next one would play out. If players managed to snipe off nearly all the cops in the first section, they wouldn't have to face very many of them in the second. If players send a cop car flying into the front window of the bank, they'll have to avoid that cop car in the next section.

Acclaim pointed out that that exact mission was only a test mission, and would not be in the final game. However, the demo still showed a idea of what kind of potential this game could have had.

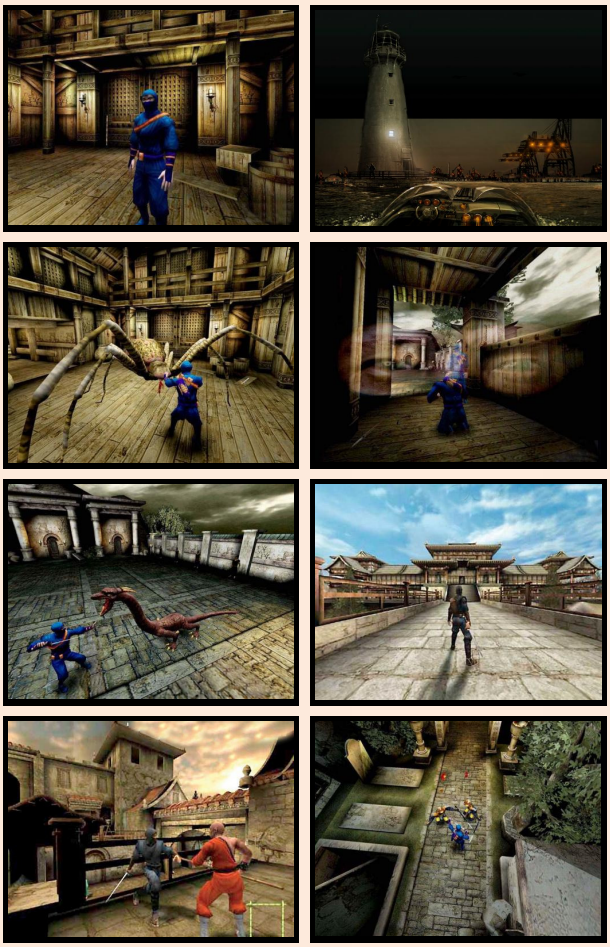






The Last Ninja 4

Publisher System 3
Planned release 2004
Genre Action-adventure



The Last Ninja is a series of action-adventure games published by System 3. The first game in the series, titled The Last Ninja, was released in 1987 for the Commodore 64 and was one of the most successful games for the system.

The protagonist of The Last Ninja series is Armakuni, the sole survivor of a ninjutsu clan that was destroyed by an evil shogun named Kunitoki.

In 1993, John Wells created a series of previews, music and a map for one level of a fourth game which he tried to convince System 3 to make. System 3 turned him down.

Originally set for an early 2004 release, a new Last Ninja game was shown at the E3 2003 Expo in Los Angeles. Released screenshots showed a game looking very similar to Tecmo's Ninja Gaiden, also in development at the time (released in early 2004). Retro Gamer reported they *"that Play It is to release the original Last Ninja trilogy on PS2. The graphics will be enhanced, but the gameplay and puzzles will remain intact. Again, this will be released in the next few months and priced at a very economical £10. It will also serve as a perfect appetiser for the fully 3D'd up Last Ninja 4, due out next year."*

A new game has also been said to be cancelled at least three times, only to return to development. In 2007, System 3 CEO, Mark Cale, said the fourth Last Ninja was scrapped because it *"simply wasn't good enough"* and stated that Last Ninja would be returning in the form of a remade trilogy for Nintendo DS and Wii. Cale said: "*We've scrapped the fourth game. I felt it wasn't representative of the market. For Last Ninja 4, I think you need to do something that recreates that kind of 'wow' factor of the original game, and in my mind it wasn't good enough to wear that badge – so why cash in on a great name? We may as well leave it as it is. There will definitely be a fourth game. It'll either be a retro version with updated graphics but the same gameplay, or something that's going to be an epic, like a Final Fantasy game but with a more arcade feel."*

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The Lord of the Rings: The Treason of Isengard

Developer Surreal Software
Publisher Vivendi Universal
Planned release Q4 2003
Genre Action-adventure

The Lord of the Rings: The Treason of Isengard was a third-person action-adventure game under development by Surreal Software for PS2 and Windows, and The Whole Experience for Xbox. It was the sequel of The Lord of the Rings: The Fellowship of the Ring and like its predecessor was based on the books. A separate edition was developed for GameBoy Advance by Pocket Studios. It was to be released by Vivendi Universal in late 2003 but was cancelled in September 2003 due to failing the standards Vivendi had set for their games.

The storyline of Treason of Isengard is based on books, covering the second volume The Two Towers, and continues where its' prequel ended. The storyline would feature Aragorn, Legolas and Gimli pursuing the Uruk-hai and entering Fangorn, the journey of Frodo, Sam and Gollum, Shelob's Lair, the Battle of Helm's Deep and the Battle of Isengard.

The player was able to take control of several characters. Whilst progressing the player would gain experience and could upgrade their characters. Other features included large battle sequences, playing as an Ent, online gameplay and downloadable content.

The game would include several playable characters. Due to the game's cancellation it is unknown which charactars would be playable. This list only includes confirmed characters:
- Aragorn
- Legolas
- Gimli
- Gollum
- Treebeard

Brad Spear, who previously composed music for the Fellowship of the Ring video game, composed original music for Treason of Isengard, as well as tracks based on themes composed by Chance Thomas for Middle-earth Online (which later became known as The Lord of the Rings Online). Several music demo's were available for download on the - now offline - site www.lotr.com. Some tracks were reused for The Lord of the Rings: War of the Ring and The Lord of the Rings Online.

Treason of Isengard was cancelled in september 2003.

The official statement from Vivendi Universal:

"Scheduled for release in Q4 2003, Treason of Isengard was dropped from the release schedule when it was determined that the game was not shaping up as strongly as anticipated and would likely not satisfy the expectations of Tolkien fans.

Vivendi Universal Games remains committed to developing and releasing quality games based on the literary works of J.R.R. Tolkien, and we look forward to the release of The Hobbit and The Lord of the Rings: War of the Ring this November, as well as Middle-Earth Online next year."

In an interview with Gamespot, Andrew Shiozaki, senior brand manager of Vivendi, explained that Vivendi had reviewed their complete line-up of Middle-earth video games, which besides Treason of Isengard included The Hobbit, the War of the Ring strategy game and the MMORPG Middle-earth Online (which eventually was released as The Lord of the Rings Online by Turbine). It was deemed that Treason of Isengard failed the standards that Vivendi had set for their Middle-earth video games and was therefore cancelled. Instead, they focussed on the remaining three video games.

The Magical Ninjya: Jiraiya Kenzan

Developer	Capcom Production Studio 3
Publisher	Capcom
Planned release	2004
Genre	Action-platformer

The Magical Ninjya: Jiraiya Kenzan (also know as Magical Ninja Ji Rai Ya) is a cancelled action platformer that was in development in 2002/2003 by Capcom Production Studio 3 for the PS2. The project was announced at the Tokyo Game Show 2003 but it soon vanished from Capcom's release list and in the end Jiraiya was canned for unknown reasons. The game's characters were designed by Susumu Matsushita, the artist responsible for the design in Capcom's Maximo series.

The gameplay would have probably been similar to the Mystical Ninja Goemon series or i-Ninja, with a coop multiplayer mode for 2 players.

As a ninja, players would be able to execute various ninja moves, including the ability to walk on water, hang from ceilings, and disappear in a puff of smoke. They would also be able to summon beasts, which was to be a pretty big part of the gameplay. The beasts could fight alongside the player, and they could earn new beasts by beating the game's boss characters.

The bosses, part of an evil organization known as Ojamato, was designed to be slightly reminiscent of other popular characters. Players would be able to face a kabuki-style boss, a boss based on Dracula, among others. The game takes place on land most of the time, but players would also fight enemies from inside a boat or on a plane.

The game could be played simultaneously by two players in a cooperative fashion, and it looked like they would have the option of both taking on ninja roles or having one player play the ninja while the other controls a beast. The game had a cooperation gauge that fills as players execute combos. When it's full, Jiraiya could execute a special cooperative attack with whichever beast is currently in use.

Originally Capcom released few screens, some artworks and a trailer of Jiraiya Kenzan, but only the images are still found online. The trailer, that was once available at Capcom's official website, its now gone.

La Femme Nikita

Developer Infogrames Lyon House
Publisher Atari
Genre Action-adventure

La Femme Nikita is a cancelled action game that was in development in 2000 / 2001 at Infogrames Lyon House: the project originally started in 1999 as "Mission Impossible 2", a sequel to the original Nintendo 64 game. It seems that Infogrames soon decided to stop the development for the N64 and port MI2 to the new-released Dreamcast.

Fabien Lacaf, a professional story boarder, worked on MI2 and created different level environment (for 3D artists) and some parallel action designs for the missions. The first concept to MI2 was based on levels that would have been completed following the progress of the main protagonists that worked in parallel at the same time. The player was going to use different characters to complete the missions divided in different parts: in every single part the actions would have affected the next parts of the mission with the following characters.

After some months of work, the studio did not have the "Mission Impossible" license anymore and so they had to change the game into "La Femme Nikita", based on the film / TV series with the same name. The project was then moved to the PS2 but after 2 years of development, the publisher (Atari) decided to cancel "La Femme Nikita" for economic reasons.

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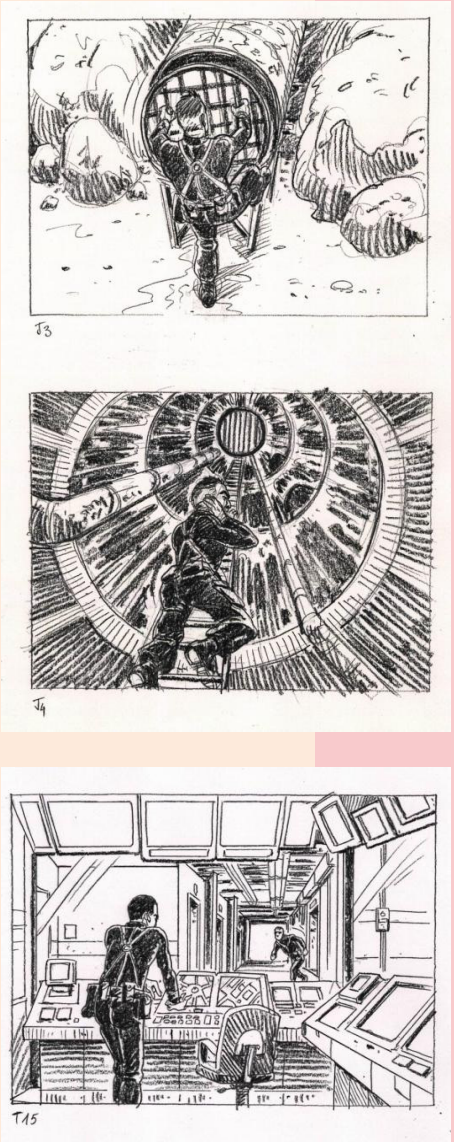

M&M's Adventure

Publisher ZOO
Genre Action-adventure
Serial Number SLUS-21875

M&Ms Adventure is a bargain bin game based off the M&M's candy and released by ZOO in 2008 for the Wii and DS. It was also supposedly released for the PS2 and was listed as a released PS2 game on Walmart, Amazon, and the official PlayStation website. The game may have had a very limited release, but it was most likely cancelled before release.

The game takes place around Christmas. The levels are typically themed around various holidays including Christmas for unknown reasons.

Magic Karts

Developer Paradigm Entertainment
Genre Racing

Magic Karts is a cancelled racing game that was in development in 2000/2001 by Paradigm Entertainment for PS2, planned to be a spiritual sequel to Beetle Adventure Racing, a Nintendo 64 racing game. Even if this would not have used Volkswagen New Beetles brand of cars as the first game, Magic Karts would have probably have had huge levels to explore while racing again other CPU cars (or other players in multiplayer mode), with colorful tracks full of secrets and hidden shortcuts.

The game was never released, probably because Paradigm never found a publisher interested in this game.

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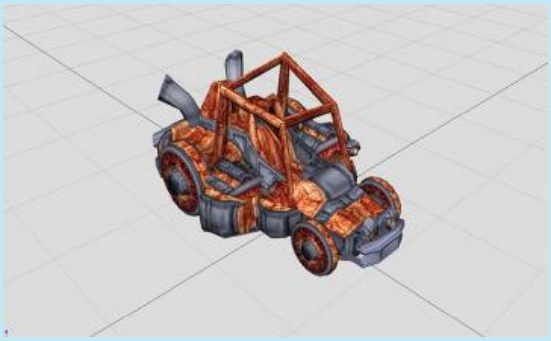

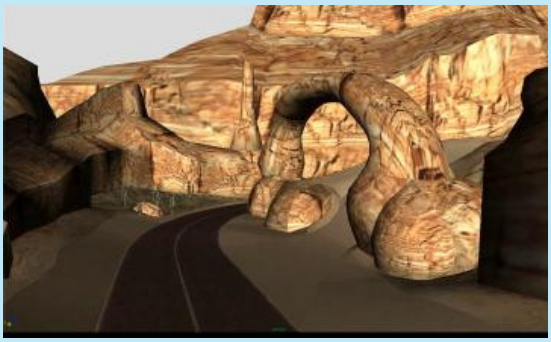

Lamborghini

Developer Rage Software
Publisher Majesco Entertainment
Genre Racing

Lamborghini was a racing game developed by Rage Software and published by Majesco Entertainment. It was cancelled in 2003 due to Rage Software's bankruptcy. The team that worked on Lamborghini went on and created the game studio Juice Games, which created the Juiced series.

A playable demo of the game can be found on the March 2003 issue of the German Official Xbox Magazine.

Lamborghini FX

Developer Milestone
Publisher Titus Interactive
Genre Racing

Lamborghini FX is an arcade racing game, which was in development for the PS2 with the joint efforts of development teams: Titus Interactive and Milestone.

The game feature Tokens which are located on the route and tricks that can be performed by the car. Players can also use weapons, like rifles, rocket launchers, portable earthquake generators, etc..

Legacy of Kain: The Dark Prophecy

Developer Ritual Entertainment, Crystal Dynamics
Publisher Eidos Interactive
Genre Action-adventure

Legacy of Kain: The Dark Prophecy was a cancelled Legacy of Kain game developed by Ritual Entertainment, with assistance from Crystal Dynamics, for publisher Eidos Interactive in 2004. It was conceived as the sixth game in the series, and as the direct sequel to Legacy of Kain: Defiance. Targeted platforms included the PS2, Xbox, and Windows.

Dark Prophecy reprised Kain as its playable protagonist. Much of which would take place in the Demon Realm, and would further the storyline surrounding the Hylden, the Hylden Lord, and Janos Audron.

A tech demo set in Malek's Bastion, returning from Blood Omen: Legacy of Kain, had been created before production ceased.

Eidos Interactive never officially announced Dark Prophecy, and ended its development at an early stage within three to six months. Several Ritual Entertainment artists later posted media from the project on their online portfolios, which were largely publicized by Legacy of Kain fan Divine Shadow/Mama Robotnik between 2008 and 2012. Defiance art director Daniel Cabuco also described Crystal Dynamics' contributions to the title on his personal forum.

Little is known regarding the events the game would have entailed, although concept art by Ranjeet Singhal suggests that, similar to Legacy of Kain: Defiance, it may have involved parallel stories with the player switching between two incarnations of Kain in the fourth timeline: his younger, post-Blood Omen 2 self, and his elder, post-Defiance embodiment.

In response to fan inquiries in 2012, Daniel Cabuco revealed some of the details of that were being considered for the title, commenting that the original idea was that *"It dealt more with Kain going to the Hylen realm, and kicking the ever living sh*t out of them, the Hylden Lord and Janos [sic]"*. On the subject of playable characters Cabuco confirmed that they were deciding whether the post-Blood Omen 2 Kain would be playable, a sunlight-triggered disguise, or part of another dual-protagonist story with the Elder Kain in the demon-realm assisting his unknowing younger-self in the Material Realm - even going so far as to hint that Kain may have met his Blood Omen self in battle as part of one of Moebius's traps. Cabuco also explained that Ritual had proposed a way to summon Raziel from the Reaver, but *"That was a proposal shot down by the Crystal delegation. The basic news [they] brought was that Soul Reaver was Raziel's story, and it ended with Defiance. After that it was all Kain."*. Other characters included Vorador who might similarly have been 'summoned' and Janos, though his role and fate were undecided. Cabuco also hinted that The Dark Prophecy would have featured a return to the Soul Reaver era.

With the project's cancellation, the series remained on hold until Square Enix attempted to produce a new game, Legacy of Kain: Dead Sun, at the turn of the decade.

"legacyofkain.fandom.com"

Martial Arts: Capoeira Fighters

Developer Twelve Interactive
Publisher Graffiti Entertainment
Genre Sports

Martial Arts: Capoeira is a cancelled sport game with RPG elements which have been combined with traditional fighting game mechanics.

Matantei Loki Ragnarok: King of Chiisa wa Shiawase

Developer J-Wing
Publisher J-Wing

Matantei Loki Ragnarok: King of Chiisa wa Shiawase is a game, developed and published by J-Wing, which was cancelled before it was released.

It was probably based on the The Mythical Detective Loki Ragnarok anime and manga by Sakura Kinoshita.

Match Point Tennis

Publisher Xicat Interactive
Genre Sports

Match Point Tennis is a Sports game, published by Xicat Interactive, which was cancelled before it was released.

Madden NFL 13

Developer EA
Genre Sports

Madden NFL 13 was released in 2012 for the PS3, PlayStation Vita, Wii, Wii U, Xbox 360 and iOS. The planned PS2 release was cancelled.

Legions of Fear (La Toile du Diable)

Developer Delphine Software
Genre Survival horror, Adventure

This was a PC tech demo created by Delphine Software (DSI) in 2002 in order to show to publishers the technical and gameplay features of a planned PC/PS2 adventure game called Legions of Fear/ La Toile du Diable ("Devil Canvas" in english). According to ex-delphine employee Paul Cuisset, Sony was interested in the project, but they wanted Delphine to finish Moto Racer Traffic first (which, ironically, got cancelled too). Unfortunately, Delphine was already going bankrupt at the time, and consequently Legions of Fear was quietly dropped shortly after.

The game was supposed to be set during WWI, with the main characters being a sister (Helena) and her brother. The story began when the heroine got lost and entered the mysterious Wildcastle Manor. Inside the mansion she discovered that the deceased Anton Wildcastle had apparently promised Helena's soul to his "masters".

As seen from a videos released online, Legions of Fear was a mix between a survival horror and a point & click adventure: during the action sequences players would directly controlled the protagonist and fight enemies in pre-rendered backgrounds. When indoors in order to find clues it was necessary to interact with the environments by using a mouse or – in in case of the Ps2 version – the controller buttons.

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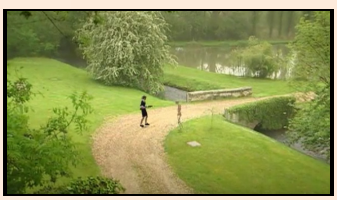

Liquid Matrix

Developer 989 Studios
Publisher SCE
Genre Action-adventure

Liquid Matrix is a cancelled sci-fi action adventure game that was in development for PS2 by 989 Studios and Sony in 1999. 989 Studios worked with a few talented artists such as Eric M. Scharf and Rodney Matthews to create concept art for Liquid Matrix. The results was a mix of old-school sci-fi style mixed with biotechnology and weird-looking aliens.

By looking at the concepts one can assume the game could have been something similar to Ratchet & Clank, a adventure shooter with many weapons to use and strange worlds to explore. In the end, Sony and 989 Studios decided to cancel the project, because it was considered too ambitious and expensive to complete.

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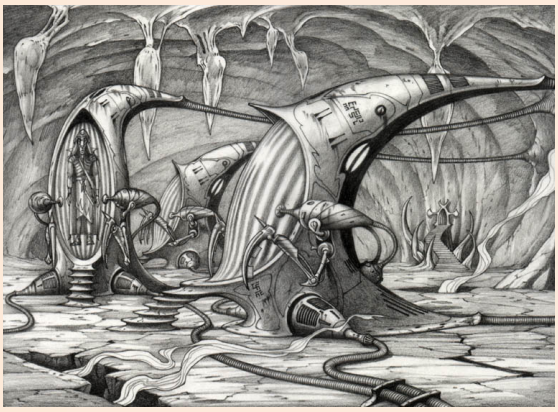
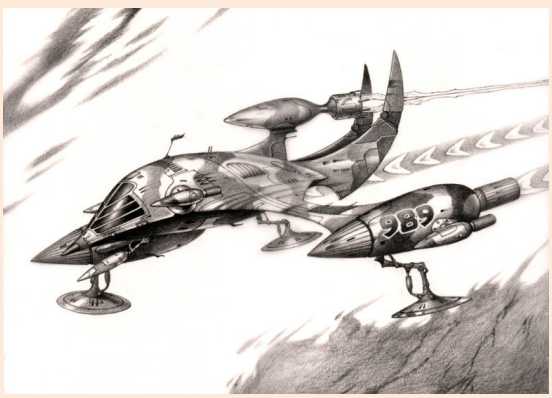




(Darkworks concept)

Developer Darkworks

After the development of Cold Fear, Darkworks evaluated many other games concepts to pitch for their new project, but most of them were never realized. There are not a lot of info about all these ideas, but one of their "lost projects" had a sci-fi-noir/steam-punk style, as one can see from the few concept arts preserved. The main character seems to have been an "agent with a grey coat, that could remind of Rick Deckard in Blade Runner. In the dark and steamy city, various demons, psycho-soldiers and huge monsters were going to be the main enemies of the player.

It's currently unknown if this concept was ever developed in a playable form, or if it just remained as a series of drawings.

"unseen64.net"

Lobo

Developer 989 Studios
Publisher SCE
Genre Action-adventure

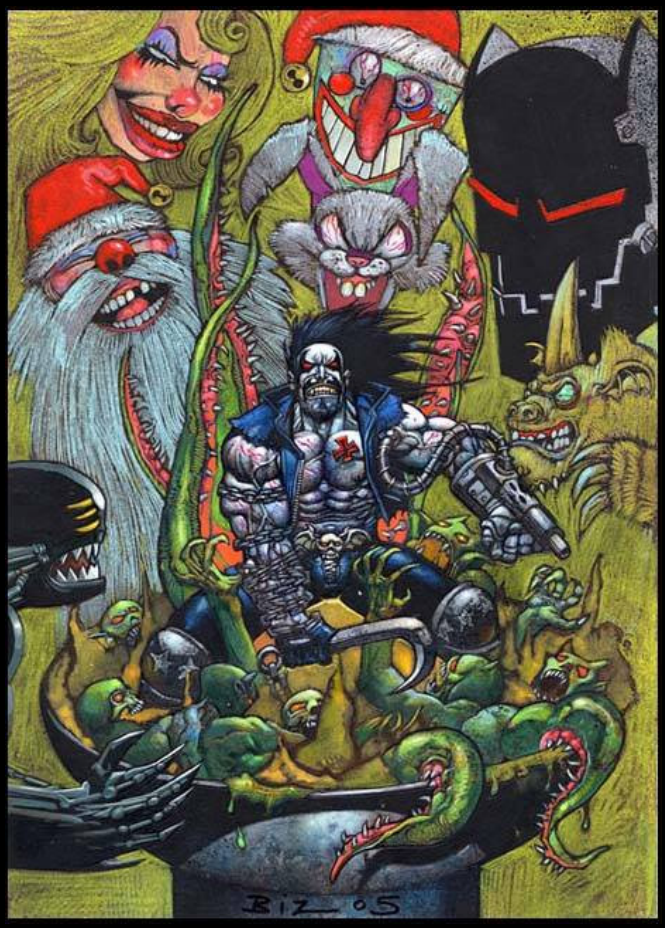
A beat 'em up based on the Lobo comic was in development in 2003 by Kemco USA for the PS2 and Xbox. The project was officially canned after a couple of years for unknown reasons, but one can speculate that it was because of its quality.

Players would have been able to use knives, chains, guns, rocket launchers, grenades, and Lobo's signature weapon, a hook and chain, or to morph into different creatures, such as a ghost, a skeleton, and a variety of mutant animals. Kemco never showed any in-game screens or video to the public, even when the title was supposed to be presented to the press at E3 2003.

Only the cover design planned for the game's box remains to preserve the existence of Lobo PS2/ Xbox:

"Original Game Art Painting 'Montage Poster' for Lobo Videogame. This is one of the original paintings Simon Bisley did in 2003 for the Lobo videogame developed by Kemco Games. Simon is best known for the greatest depiction of this famous character published by DC and licensed for videogame production. The piece was also signed by Simon Bisley in 2005 when he received the art back from the games company."

"unseen64.net"



Lego Harry Potter: Years 1–4

Developer Traveller's Tales
Genre Action-adventure

Lego Harry Potter: Years 1–4 is a Lego-themed action-adventure game based on the Lego Harry Potter line and its storyline covers the first four films in the Harry Potter serie.

The game was released for the Wii, Xbox 360, PS3, Nintendo DS, PSP, Windows, OS X, iOS and Android. The PS2 version was never released.

The game received positive reviews from critics on all platforms.

Lego Star Wars: The Complete Saga

Developer Traveller's Tales
Genre Action-adventure

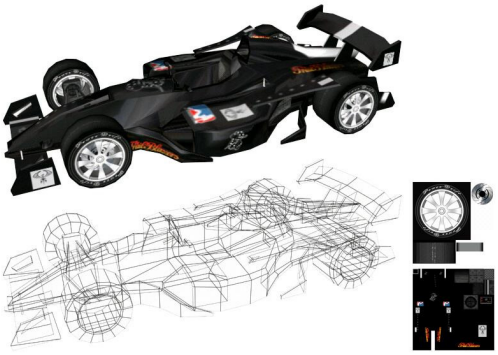
Lego Star Wars: The Complete Saga is a Lego-themed action-adventure game based on the Lego Star Wars line of toys. It is a combination of the game Lego Star Wars: The Video Game and its sequel Lego Star Wars II: The Original Trilogy, which spans the first six episodes of the Star Wars saga.

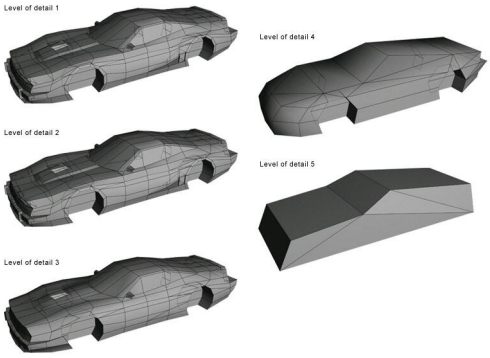
The game was released for Android, iOS, Windows, Nintendo DS, OS X, PS3, Wii, Xbox 360.

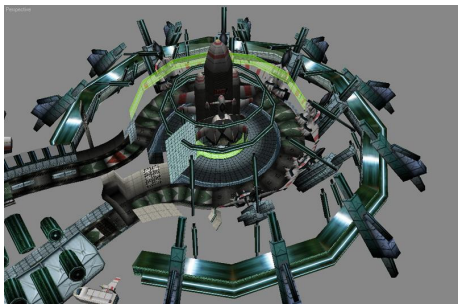
Max Bullion Billionaires Racing

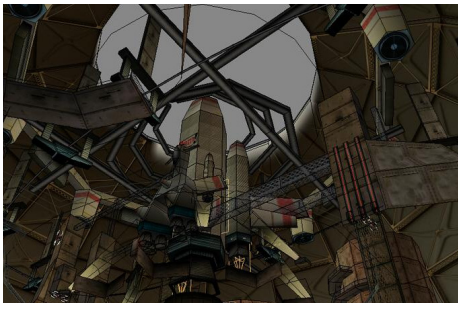
Developer Bam Entertainment London
Genre Racing

Max Bullion was going to be an arcade racing game that was in development at Bam Entertainment London, but it was later cancelled for unknown reasons.









Metal Shell

Developer Tantalus
Genre Adventure

Metal Shell was in development by Australian team Tantalus, who were responsible for Manx TT on the Saturn amongst other things. The game was an arena based tank combat with large entirely destructible. *"Everything in our game can be shot, blasted, shifted or destroyed. You can reduce mountains to rubble, create new rivers by blasting through a dam, and uncover hidden underground areas by shooting through the earth,"* said Tantalus CEO Tom Crago.

There were over 20 tanks to choose from, numerous weapons, varied environments and arenas and multiplayer gaming via split-screen and online.

The game was in development for PS2, PSP and Xbox, but it lacked publishers. The game was shown at E3 in the hope of securing a deal, but was not picked up by anyone.

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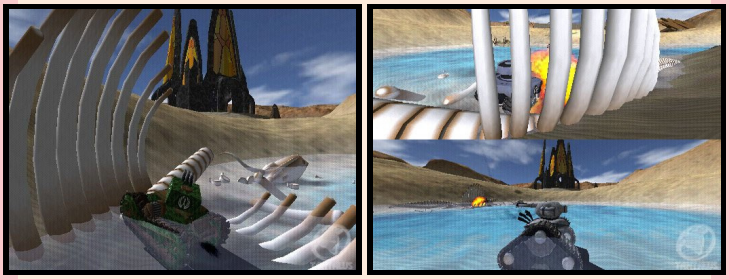


Painkiller: Hell Wars

Developer People Can Fly
Genre First-person shooter

Painkiller is a first-person shooter developed by Polish game studio People Can Fly and published by DreamCatcher Interactive in 2004 for Windows. The single player campaign gameplay involves killing large numbers of monsters. The game was particularly well received for its multiplayer experience.

In 2006 the game was ported to the Xbox as Painkiller: Hell Wars. While not a straight port, it is actually a mix of the game and its expansion, Painkiller: Battle Out of Hell. Painkiller: Hell Wars was also announced for the PSP and PS2. However, both versions were cancelled.

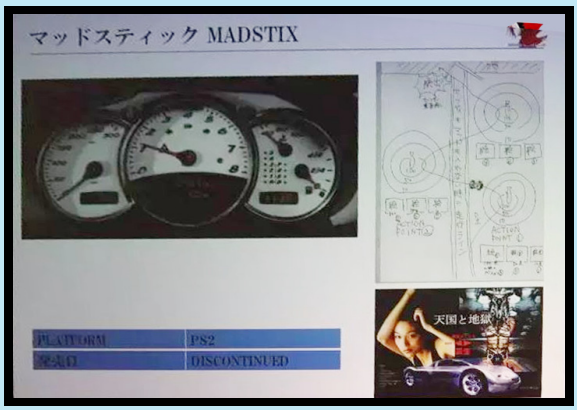
Madstix

Developer Sol (?)
Genre Racing

Madstix is a cancelled “cinematic racing puzzle game” that was conceived by director Koichi Yotsui and producer Takehiro Ando, possibly in development at Sol, the studio behind PlayStation cult puzzle game “Suzuki Bakuhatsu”. They wanted to create original games for the recently released PS2, and Madstix was one of their pitches.

Their concept was to develop a racing game with no steering wheel, accelerator or brake. The more players would turn the right analog stick, the faster and more dangerous the car action becomes on the screen. Instead if they turn the left analog stick it would make driving safer. According to Ando, Madstix was meant to be played like a cinematic ”Chicken Race” to show off driving skills and high-speed action, turning the left and right sticks appropriately while changing course at the last moment to avoid accidents.

The advantage of this mechanic was that the camera was free to be changed by players in many different ways. In a standard racing game the camera is placed in the driver’s seat or behind the vehicle. However, in Madstix the car would follow its predetermined path and players could choose the best cinematic angle to watch their actions.



While the game was never officially announced, it was revealed during a presentation at BitSummit 2017 in Japan.

Martin Mystère: Operation Dorian Gray

Developer Artematica
Genre Adventure

Martin Mystère: Operation Dorian Gray (known as “Crime Stories: From the Files of Martin Mystere” in North America), is a video game adaptation of the Italian sci-fi detective comic-book franchise called Martin Mystère, starring a detective and his assistant, Java. It is a point-and-click adventure game, released in 2005 for Windows. A Macintosh version was planned, but was cancelled in the evaluation stage. Versions for PS2 and Xbox were also planned, but were also cancelled.

Mafia II

Publisher 2K Games
Genre Action-adventure

Mafia II is an open world action-adventure game developed by 2K Czech and published by 2K Games. It was released in 2010 for the PS3, Xbox 360, and Windows.

Preliminary work on Mafia II began in 2004; the work on the script began in 2003. Originally intended for a PS2 and Xbox release, the game was moved to the PS3 and Xbox 360 in 2005, following difficulties with the developer of the game engine.

Medal of Honor: Fighter Command

Publisher Electronic Arts
Genre First-person shooter

Medal of Honor: Fighter Command was a cancelled Medal of Honor game. It was meant to be an aircraft-based game, unusual for the Medal of Honor series. It was announced in March 2001.

The plot takes place after the attack on Pearl Harbor, and include such missions as dogfights with Japan's top aces, torpedo runs against battleships, aerial reconnaissance, search and rescue, and ground and air support for the US Marine invasion forces. According to the developers, the story would have had *"[...]a very specific story."*

This game was mainly aircraft-based. It would've been almost exclusively singleplayer, but would have had two-player co-op and dogfighting. The game would have featured the ability to make choices based on the situation, such as ditching/bailing out, refuelling on an aircraft carrier, or landing on a land base. In addition, the player would have the ability to choose their aircraft, a feature similar to the ability to choose weapon loadout in the later Medal of Honor: Airborne. Each of those choices would have an effect on the mission. IE, the player may or may not be rescued if they choose to ditch in a remote location.

The game was cancelled due to its differences from the rest of the Medal of Honor series that came out prior- must obviously the fact that it was no longer taking place on the ground. The idea, however, did not die out. The idea, and possibly even the script, was brought to LucasArts, where it was developed into the game Secret Weapons Over Normandy. Most of the original ideas were kept and the game was released in 2003. A lot of the crew stayed on with the project even after it went to LucasArts, including music composer Michael Giacchino. The themes are even similar.

"medalofhonor.fandom.com"

Medal of Honor: Airborne

Publisher Electronic Arts
Genre First-person shooter

Medal of Honor: Airborne is a World War II first-person shooter released on mobile phones, Windows, Xbox 360 and PS3. It is the 11th installment of the Medal of Honor series. While the game was planned to have versions made for PS2, Wii, and Xbox, these were later cancelled, with the first two consoles having Medal of Honor: Vanguard as an exclusive title between them instead.

Medal of Honor: Allied Assault

Publisher Electronic Arts
Genre First-person shooter

Allied Assault is the third game in the Medal of Honor series and the first game in the series for Windows. The game was apparently in development for the PS2 also, before it was cancelled.

Monster Island

Developer Irrational Games
Genre Action

Monster Island is a game project that was pitched in 2001 by Irrational Games for the PS2, Xbox and Gamecube, described as *"Rampage meets Black and White Creatures in a Fully Destructible Environment"*. Monster Island was meant to be a fast paced action/strategy game in which the player would had assumed the role of either a giant monster out to destroy cities or the authorities pledged to protect the innocent citizenry.

In october 2010, the studio revealed this cancelled project from their official blog and shared some concept arts and a short document that explains the main features of the game. The pitch promised some 20 monsters, a living city, heavily destructible environments, and a dynamic civil defense network.

"The monster's goal is to cause as much destruction as possible while simultaneously quelling its own hideous appetite with tasty, human morsels. The monster might also receive unique goals in a particular mission, such as climbing a skyscraper, locating an enemy hidden in the city and destroying him, or defeating a rival monster! [...]

Monster Island will also let the player take on the role of the good guys, protecting the city from the horrible creature. The player will have control of five key units: the Scientist (who gathers information on the monster to help defeat the behemoth), the Girl (who can lure the monster away from its intended target), the Engineer (who can direct rebuilding of the city), the General (who can direct the forces of the army fighting the monster), and the Hero (who can personally fight the monster when the going gets desperate)."

"unseen64.net"

Muragiri

Developer LongShot
Publisher Interchannel
Planned release Q1 2005
Genre Adventure, Role-playing

Muragiri was a adventure/RPG mystery title in development by Long Shot. The game would offer a look at mythology and ancient Japan. Players would take the role of Kazuya Saeki, a student at a prep school, who one day meets an archeologist called Tadafumi Ise. This sets Kazuya off on a bizarre adventure which would bring him into contact with numerous girls. The game was set for a release in Spring of 2005, but was later cancelled.

Muragiri

Developer Acclaim
Publisher Acclaim
Genre Sports

NFL Quarterback Club 2003 is a football game, developed and published by Acclaim, which was cancelled before it was released.

The game was probably in development before EA sports brought it in 2003.

MediEvil 3: Fate's Arrow

Developer SCE Cambridge Studio
Genre Hack and slash

MediEvil was a hack and slash adventure series that consisted of two games on the original Playstation and a third game on the PSP. All three games were developed by SCE Cambridge Studio (now Guerrilla Cambridge), and although the series was moderately successful it was never granted the greenlight for a true third installment, as the PSP release was a remake/re-imagining of the first game. However, a concept for a MediEvil sequel on the PS2 was actually pitched back in early 2003, when the developers within Sony Cambridge were considering several options after the less than amazing sales of Primal.

This new game would have been called "MediEvil 3: Fate's Arrow", a title that was later reused as an inside Easter egg for the name of a mini-game (Arrow o' Fate) in MediEvil: Resurrection. Loosely, the story would continue from where MediEvil 2 left off, with Sir Dan travelling back in time to Gallowmere. After an an Egyptian sorceress trickes Dan into stealing the Time Machine, she use the fabled Anubis Stone and aid Zarok by raising an army of undead. The aim of the game was for Sir Dan to keep the timeline pure by stealing the Anubis Stone and ensuring the history to play out as it should.

MediEvil 3 would have borrowed a few ideas from Primal, featuring a companion sidekick character who would be a key figure to the game. In this case, the companion is Lupo – Sir Dan's originally-under-appreciated, but faithful hound who first meets skeleton Sir Dan at the beginning of the game and then joins him in his journey. A squeaky dog toy was going to be an item Dan could throw around to direct his attacks, especially against larger enemies and bosses. Generally he would tear around as an AI character, loosely following the player and doing general side-kickey stuff.

This game would have also featured new weapons, puzzles, and power ups. One new addition would be beast riding, where Dan gets a mount in the form of one of those elephant-dragon creatures that were seen in the underwater portion of The Lake from MediEvil 1.

The depth of this game would have expanded the MediEvil universe in a whole new way and would have featured a conclusion to Sir Dan's journey. But this never came to be. At the time this game was pitched, a couple things happened: the popular 24 TV-series license became available to Sony Cambridge, and the PSP became a significant company focus. MediEvil: Resurrection on the PSP was ultimately conceived as a way to re-introduce the franchise with a shorter scale project. A couple elements from this MediEvil 3 concept were carried over into Resurrection – one of them being the Anubis Stone and another being the character Al-Zalam.

This lost MediEvil 3 project for PS2 was never more than a design proposal plus a few artworks made to shown some of the new features and characters. In January 2013 Sony restructured their Cambridge Studio to develop Killzone Mercenary for the PlayStation Vita and the team was renamed into Guerrilla Cambridge. Sony did not forgot MediEvil and they tried again to develop a third MediEvil in the following years with different developers, one game for PS3 and another for PS4: this time they even created a playable prototype, but in the end both projects were also cancelled.

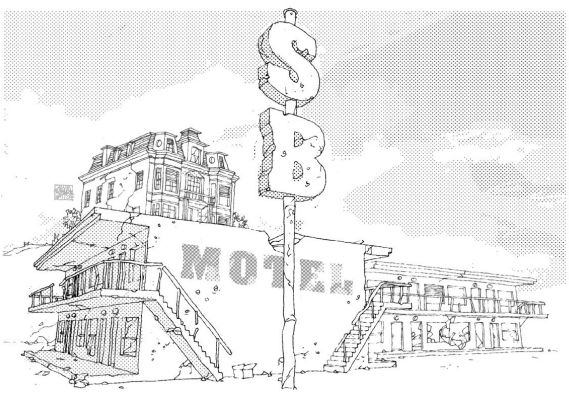
"unseen64.net"

Metallica: Damage Inc.

Developer Black Label Games
Publisher Vivendi Universal Games
Genre Vehicle combat

A game featuring the band Metallica was in development by Black Label Games and it would have been published by Vivendi Universal Games for the PS2. Little is known other than it was to be a racing gaming looking possibly like the twisted metal series using vehicular combat game play inspired by metallica's music with a new exclusive song from the band for the game.

"unseen64.net"



Motorhead2

Publisher Digital Illusions
Genre Racing

Motorhead2 was in development for the PS2 by Swedish developer Digital Illusions. The original Motorhead was a futuristic city-based racing game featuring concept cars, and it was released for the Windows and PlayStation. According to the developers, the sequel would be build on the original concept.

As the game was in development, Marcus Nystrom, senior artist on the Motorhead2 project, said in a interview:

"Motorhead2 means that we will be significantly raising the standard and creating a automobile racing game that gives the player an experience far beyond that which is expected. One of our major objectives is to be pioneers who create new trends in the industry, which is what we are doing by developing this new game."

Mikael Rudberg, vice-CEO of Digital Illusions added:

"Naturally, we felt that a popular game like Motorhead required a successor. Thanks to our long and extensive experience of racing games, and the technological advances represented by the PlayStation 2, we now have an opportunity to develop a game that fulfills our visions. Motorhead2 will also establish the position of Digital Illusions as one of the leading developers of games for the PlayStation 2."

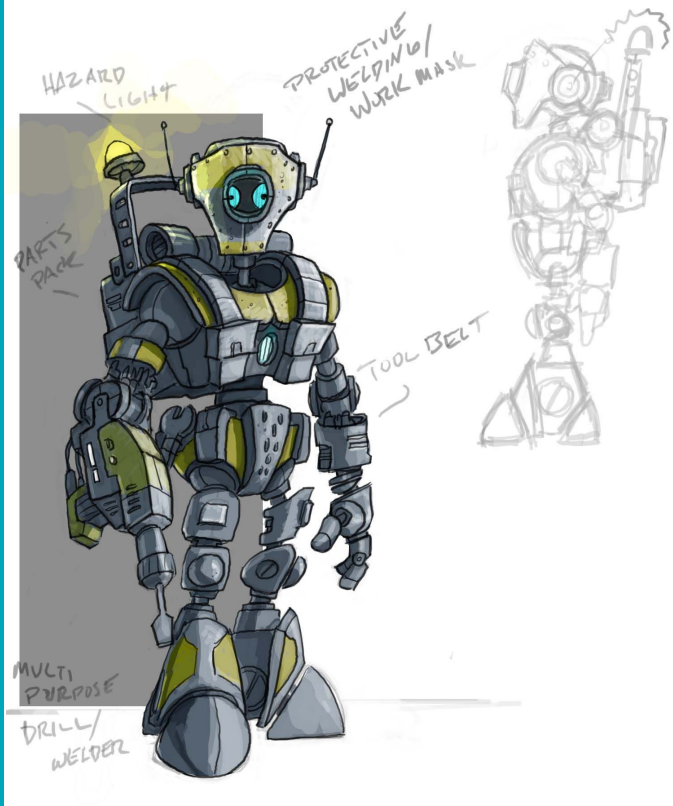
Digital Illusions was in negotiations with several publishers regarding Motorhead2 and the game was expected to be released in the first half of 2002. Fox Interactive published the original Motorhead game. The game was later cancelled, maybe because of lacking a publisher.

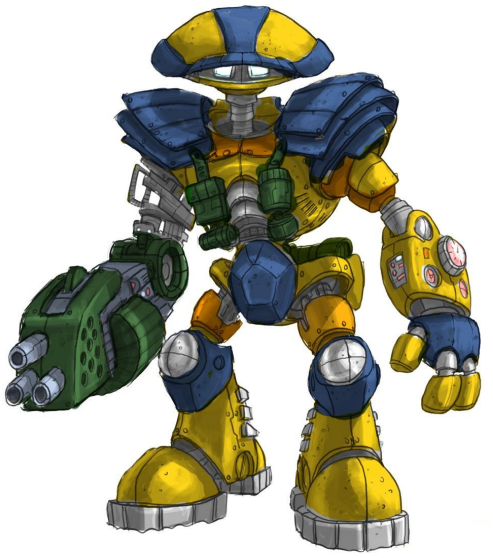
Metal Arms 2

Developer Swingin' Ape Studios
Publisher Vivendi Universal, Sierra Entertainment
Genre Third-person shooter

The original Metal Arms: Glitch in the System was a third-person shooter developed by Swingin' Ape Studios and published by Vivendi Universal and Sierra Entertainment in late 2003, for PS2, Xbox and GameCube. While the game did not sell a lot, it soon became a cult classic. The game story ended with a cliffhanger and the team did start on Metal Arms 2 soon after the first game, but unfortunately the project was stopped when they were signed to work on Starcraft Ghost for Blizzard Entertainment. StarCraft: Ghost was initially in development by Nihilistic Software, but in June 2004 they were removed from the project and Blizzard gave it to Swingin' Ape Studios to continue.

Swingin' Ape were just a small team and to assure quality work on such an important and hyped game as StarCraft: Ghost they had to use all of their resources and were not able to continue their Metal Arms sequel. Only a few concept art and early ideas for Metal Arms 2 were conceived before the cancellation of the game. One of the developers remember a few details on the characters:





- Goliath: The next-generation Titan, designed for crushing/smashing Droids like ants.
- Pinto: A light, fast hit-and-run buggy that can carry 4 grunts (1 driver, 1 gunner, 2 clinging desperately to the sides).
- Commando: An elite Mil shock trooper, similar in abilities to the Droid Commando but more heavily armored.
- Corrosive Suit: Krunk was going to turn the wrecked shell of General Corrosive into a mech suit that Glitch could jump into and use like a vehicle.
- ATAB: I don't remember what it stands for, but it's an armored Droid troop carrier. Troops can ride on top, and the shields on the legs allow them to use it for advancing cover in combat.
- Droid Explorer: An old, battered robot that's been off exploring Iron Star for years. For so long, in fact, that he completely missed that whole Mil/Droid war thing.
- Droid Engineer: Mister Fixit, able to build/repair just about anything.
- Droid Trooper: The first Droids actually designed for combat, rather than re-purposed from some other job. Fairly effective grunts.
- Droid Commando: Elite combat troops (or at least as "elite" as Droids get). Faster, stronger, smarter, and more heavily armed than the Troopers.

While work on StarCraft: Ghost proceeded, in May 2005 Blizzard Entertainment decided to acquire Swingin' Ape and they became part of the company. After a while StarCraft: Ghost was also put on indefinite hold and never completed.

"unseen64.net"

Milo and the Rainbow Nasties

Developer Warthog Games, Gizmondo
Publisher Tiger Telematics
Genre Action-platformer

Milo and the Rainbow Nasties was going to be an action/platform game. The concept of this game was never detailed considering it had a short lifespan. In the game, the player would have to bring the colors back to the world after some weird bugs consumed it all. The concept looked to be very similar to Super Mario Sunshine.

Originally the game was in development by Warthog Games for the Xbox, PS2 and GameCube, but then it became a Gizmondo exclusive (as it happened with Johnny Whatever), until its final cancellation. In February 2006, the owners of Warthog, Tiger Telematics, went bankrupt and therefore all their games were cancelled.

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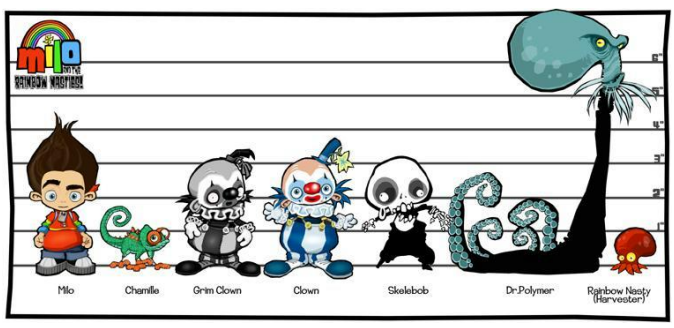

Nightfall

Developer Core Design
Genre Survival horror

Around 2002 Core Design was in their last stages of developing Herdy Gerdy. During this time they were also working on a cancelled survival / action horror game titled Nightfall, of which there is limited information available.

Former Core Design developers unseen64.net talked to, remember that Nightfall was going to be a game about surviving in an island overrun by werewolves, after the main character crashed there in a helicopter. It seems that before Nightfall the team tried to pitch a videogame adaption of the Preacher comic to Vertigo / DC Comics, but that was soon canned so they tried to develop their concept into a new, original IP. It's possible that the idea about a Preacher video game was conceived during the same time in which independent filmmaking studios Storm Entertainment and Electric Entertainment announced the pre-production of a Preacher movie, but after a while the film was pushed back (and never realized) because of financial issues.

People that were able to see an early Nightfall prototype remember that it looked great for a PS2 title, but not much work was done on it before the cancellation. After Nightfall was cancelled, Core Design developed such titles as Tomb Raider: The Angel of Darkness, Smart Bomb and the cancelled Fighting Force 3, until they were sold from Eidos to Rebellion Developments Ltd.

"unseen64.net"

Monster Knight

Developer Insomniac
Genre Action role-playing

Monster Knight is a cancelled third person action-rpg developed by Insomniac that was supposed to be released for PS2. The game was never officially announced, but its design document, created in 1999 and which contained the concept arts that was shown to IGN in august 2012.

From the few info available about it, Monster knight was probably a mix between Zelda and Pokemon where the players main objective was to explore a large world and capture the various creatures that he encountered.

However, in this game monsters could be acquired also by negotiation or after pursuing and catching them, and they were used by the player not as fighters but as equipment or transport. Every creature had a particular class, growth pattern and personality.

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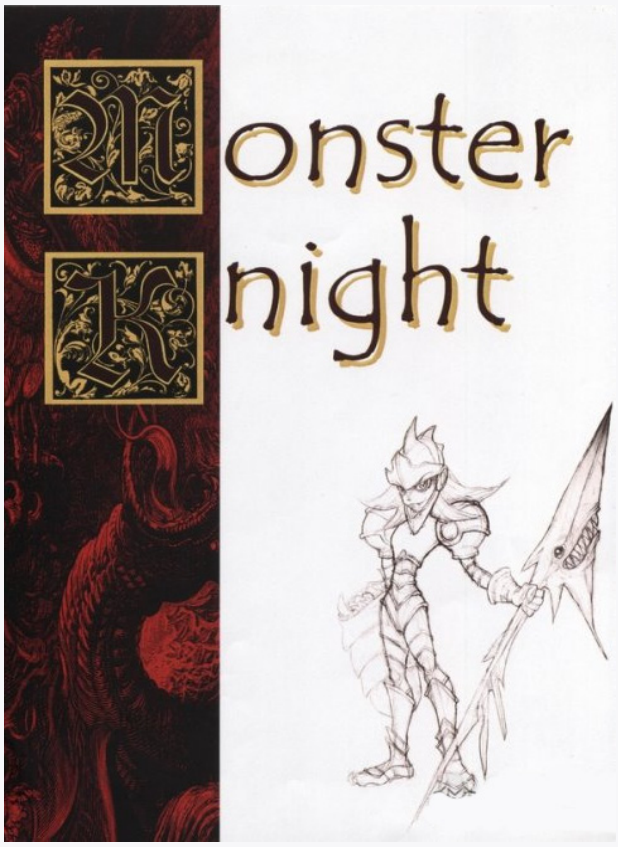
Design document:



Game

Monster Knight is a 3rd person real-time adventure/action title for the PlayStation2. The gameplay focuses on close combat as well as environmental navigation yet integrates a strong narrative as well as emotive characters. What will make this title stand out among other titles in this genre is its core concept of catching, utilizing and growing intelligent monsters for use in real-time situations. The main character in Monster Knight can use monsters as weapons, armor, items (or tools) and transport. Each of the monsters has a specific personality and a specific growth pattern. Monsters can transform into larger and more powerful versions as the game progresses, indirectly giving the main character more abilities.

Story

Long ago in the Age of Legends, earth was populated by a variety of wonderous and fantastic creatures. All of the creatures. All of the creatures relied on Spiritwater, liquid magic that bubbled forth from the earth's core and provided sustenance for some creatures and power for others. The dominant species on the earth was the Tigra - a feline race that used the liquid magic to power their simple vehicles and structures. Despite their dominance, the Tigra were vastly outnumbered by the Monster Tribes. The Monsters, though intelligent, preferred to exist in a more animalistic fashion, living outdoors and drinking Spiritwater for sustenance. The Tigra and the Monsters coexisted in an uneasy truce, neither understanding the other and neither willing to make the first overture to real peace.

At the height of summer in the Tigra year of 8623, volcanos around the world began to erupt spontaneously, oceans began and weather patterns became increasingly bizarre. No one could explain the occurrences until suddenly, demon hordes from deep within the earth burst forth form their underground lairs. The first hordes overran several Tigra villages - their goal: to take over and extinguish the Spiritwater springs around which the villagers had been built. More and more of the demons began invade the upper earth and soon the Tigra as well as the Monsters were in danger of being extinguished.

As the game begins, Madi, the only survivor of a demon attack on her mountain village, finds that she has an unusual ability to communicate with Monsters. Though Monsters are difficult to find and catch, once the Monsters trust her, Madi can use them for many different purposes - as weapons, armor and even transport. Madi and her Monsters must fight off the demon hordes, reactivate the Springwater springs in the Tigra villages and collect enough of the liquid magic to awaken and control the huge Titan Monsters. She will have to use the Titan Monsters in a penultimate battle deep under the earth against Mogreb, the demon leader.

Features

Character-based 3D adventure/action game combining platform gaming elements with a strong story and character development

- Play an acrobatic feline character who must collect and use Monsters to maximize her physical prowess
- Track, catch and use a huge variety of Monsters as weapons, armor, items and transport
- Collect Spiritwater to feed your Monsters and watch as they transform into new shapes and develop new skills
- Monsters have a variety of personalities, seen in their interactions with main character, with each other and with enemies
- Emphasis on humor and warmth in character interaction and character design
- The game takes place in one contiguous environment, eliminating obvious level loads and creating a more realistic "world"
- The game utilizes the PlayStation2's processing power to feature massively-scaled objects and monsters

Monster Class

Monster class describes how Madi can use Monsters. There are five different classes:

- **Weapon**
- **Armor**
- **Item**
- **Transport**
- **Weapon**

Monster Growth

Monsters grow when they drink liquid magic. Every monster has one of the following three types of growth:

- **Radical** - Monsters change shape and gain new abilities
- **Progressive** - Monsters maintain basic shape and same abilities, but those specific abilities are improved
- **None** - more appropriate for One-time use and Location-specific Monsters

Growth Stage 1: Shield

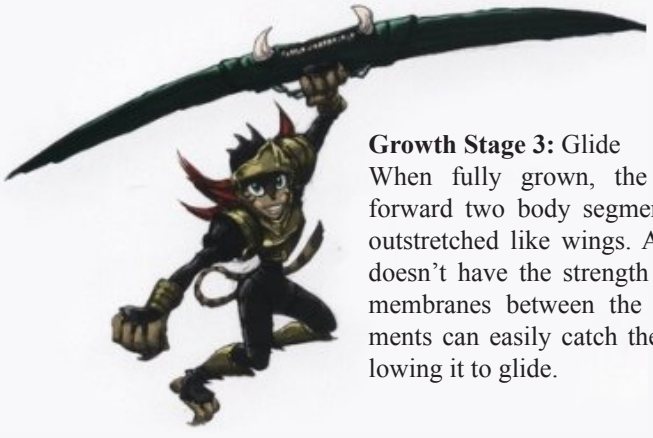
When young, the Skeelda are about the size of a Buckler or half the size of a standard shield. The Skeelda will grip onto Madi's arm securely with its six segmented legs.

SKEELDA

Type: Permanent
Class: Armor
Personality: Loyal
Growth type: Radical

The Skeelda are herd creatures and travel in large social groups. Their segmented shells provide incredible protection making the Skeelda the least desired meal for predators.

Growth Stage 2: Extend
In its adolescence, the Skeelda will be able to flex its body segments outwards, nearly doubling its size.



Growth Stage 3: Glide
When fully grown, the Skeelda's forward two body segments can be outstretched like wings. Although it doesn't have the strength to fly, the membranes between the body segments can easily catch the wind, allowing it to glide.

Monster Types

The Monster Type describes whether or not Madi can capture a Monster and how often she can ute it. There are three types:

Permanent

These are Monsters that (depending on their personality) can stay with Madi throughout the duration of the game and evolve into more powerful versions.

One-Time-Use

These Monsters will run away after being used once and are much more numerous in the game (health, special attack Monsters).

Location-Specific

These Monsters are usually used as transport or for advice and cannot be captured, only persuaded to help.

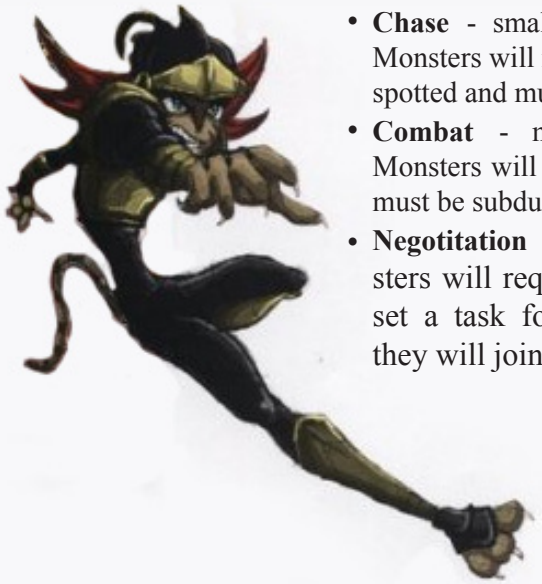
Monster Personalities

A Monster's personality dictates how it will interact with Madi once it has been caught and as the game progresses.

- **Loyal** - Monsters will always stay with or help Madi
- **Unpredictable** - the duration of the Monster's cooperative may vary
- **Independent** - Monsters will stay until a certain task is done, the leave
- **Hostile** - Monsters will not cooperative and will constantly attempt to escape

Catching

Catching Monsters in an essential part of the game. Once Madi has discovered a Monster, there are several ways for her to catch it and attempt to befriend it:



- **Chase** - smaller, more timid Monsters will run from Madi if spotted and must be caught
- **Combat** - more aggressive Monsters will attack Madi and must be subdued in a fight
- **Negotitation** - some Monsters will require an item or set a task for Madi before they will join her

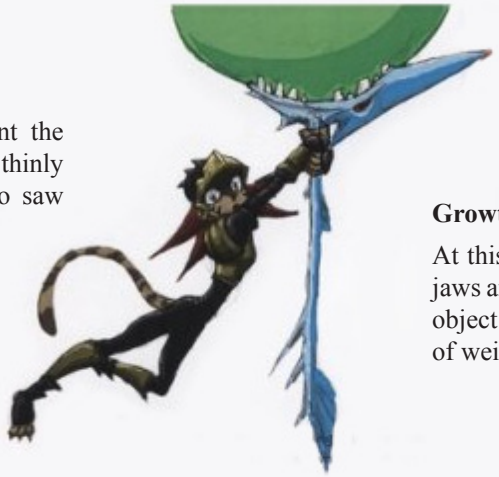
Bestiary

The Monster Knight world is inhabited by a variety of fantastic creatures ranging from the enormous, high-flying Sky Whales to the peanut-sized Tickle Bugs. These monsters are, for the most part, very intelligent and a majority of them are capable of speech. Although there is a natural food chain of predators and prey, one common dietary thread for all these creatures is liquid magic or Spiritwater. It is well known that the monsters' high intelligence and evolved states are a direct result of the Spiritwatwr springs scattered throughout the land.

Swordling

Type: Permanent
Class: Weapon
Personality: Loyal
Growth type: Radical

Solitary predators by nature, these aquatic looking monsters are actually amphibious, hunting both on land and in water. The swordling pairs for life when choosing a mate which might explain its fierce loyalty to Madi.



Growth Stage 1: Sword

At its earliest stage of development the Swordling's nose is sharp enough to thinly slice a tomato yet strong enough to saw through a tree branch.

Growth Stage 2: Bite

At this stage of development, the swordling's jaws are strong enough to bite and hold onto an object while supporting a tremendous amount of weight.

Growth Stage 3: Spit

Fully grown, the Swordling has the ability to rapidly grow and spit its razor sharp teeth up to 30 yards.

Other Beasties

SPITTA

Type: Permanent
Class: Weapon - Projectile
Personality: Loyal
Growth type: Progressive

The Spitta are usually found in the trees preying upon various bugs with its long tongue.

Growth Stage 1: Store
The Spitta can catch and hold Pin Wasps in its mouth. If attacked, the Spitta can "spit" these wasps out at its attacker with deadly accuracy.

Growth Stage 2: More Storage
At this stage of development, the Spitta can hold up to 40 Wasps in its mouth.

Growth Stage 3: Fire Spit
When fully grown, the Spitta can catch and hold up to 60 Fire Wasps. Fire wasps have a napalm-like venom which ignites when it comes into contact with air.

TICKLE BUG

Type: One-time use
Class: Weapon
Personality: Independent
Growth type: None

Tickle bugs are mischievous insects that live in hives and feed off the salty tears of other creatures shed while being tickle-attacked.

GARAMUTH

Type: Location based
Class: Multi (Transportation / Weapon
Personality: Independent
Growth type: None

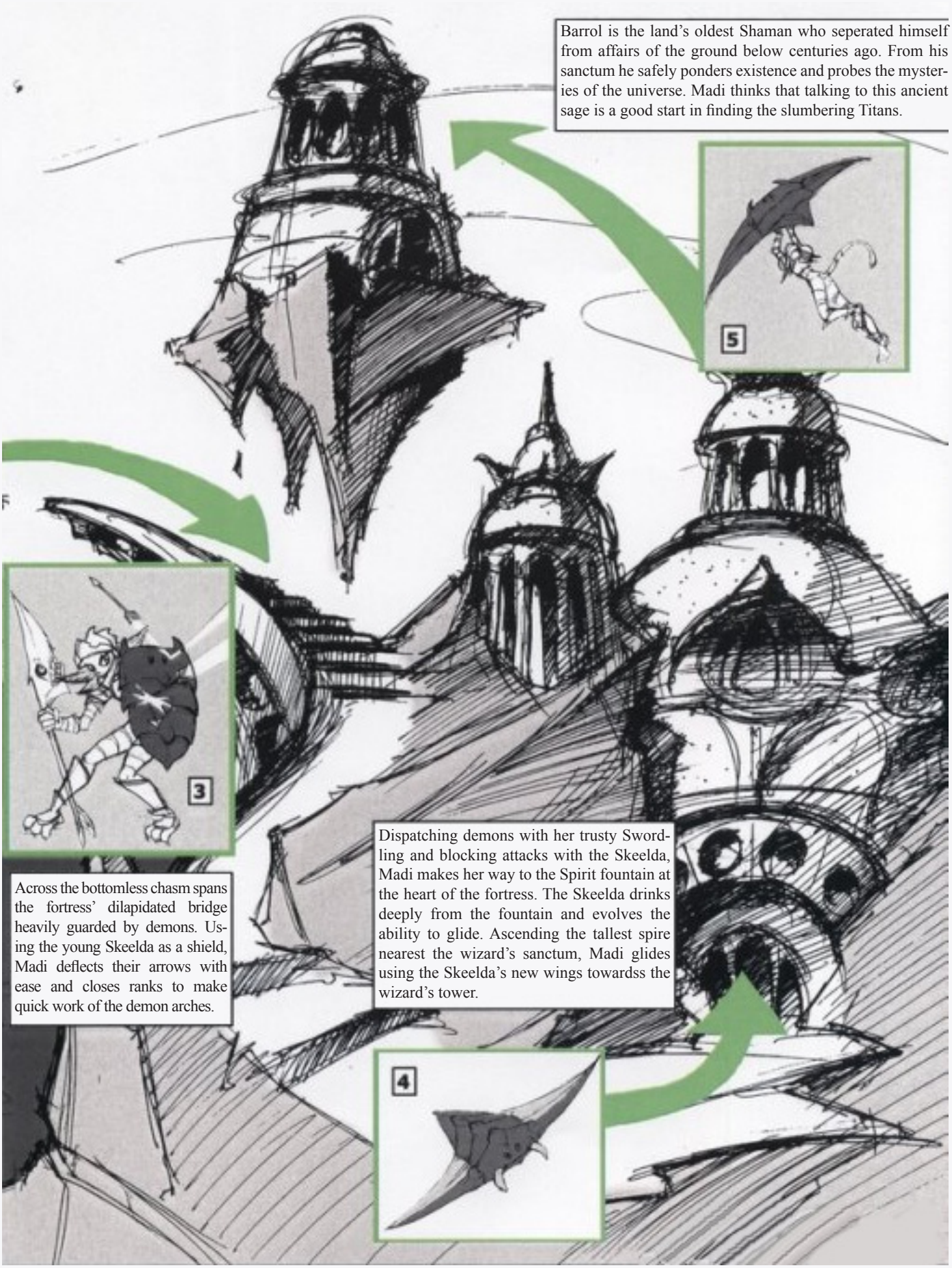
The Garamuth live in the smelly clay soil of the Kiamon cliffs. The stench attracts swarms of insects which the Garamuth inhale with their gigantic moths. It appears they can blow a traveler across great distances with their powerful lungs. The Garamuth are also not without defenses. They can spit a mouthful of boulders at any unwanted interloper with great accuracy.

Worlds

Sellen Sand Castle
Carved out of weather and sand stone, the Sellen castle sits atop on of the only Magic Springs in the entire Benic desert. Nearly indiscernible from the landscape, the castle's natural camouflage makes it a hard target to lay siege to for the invading demos let alone find.

King Aruman's Cursed Castle
Long ago King Aruman bragged to the Guild that he no longer needed their protection.
"I have had a castle built that can withstand any onslaught. It it immovable!"
Enjoying the irony, the Guild cast a mighty curse upon the king's prized castle.
"Move it shall," was the last communication between the king and the Guild before the castle rose up on two titanic stone legs and strode out of his kingdom.

The floating Island of Kenem
Floating amongst the clouds, the Kenem Island is home to a rare Magic Spring. The bottom side of the island is a network of tangled roots where the Kenem make their home. The top side of the Island is a paradise of lush fields and crystal blue lakes. Unfortunately for the Kenem, large predatory creatures have made their home in that paradise. The only way the Kenem can survive is by taking small raiding parties to the islands's surface and gathering as many supplies as possible and return to their city before the predators catch and make a quick meal of them.


Barrol is the land's oldest Shaman who seperated himself from affairs of the ground below centuries ago. From his sanctum he safely ponders existence and probes the mysteries of the universe. Madi thinks that talking to this ancient sage is a good start in finding the slumbering Titans.
5
3
Across the bottomless chasm spans the fortress' dilapidated bridge heavily guarded by demons. Using the young Skeelda as a shield, Madi deflects their arrows with ease and closes ranks to make quick work of the demon arches.
Dispatching demons with her trusty Swordling and blocking attacks with the Skeelda, Madi makes her way to the Spirit fountain at the heart of the fortress. The Skeelda drinks deeply from the fountain and evolves the ability to glide. Ascending the tallest spire nearest the wizard's sanctum, Madi glides using the Skeelda's new wings towardss the wizard's tower.
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Monster Knight concept copyright 1999

INSOMNIAC GAMES

Maximo 3

Developer Capcom Production Studio 8
Publisher Capcom
Genre Action-adventure

Maximo 3 is the cancelled third episode in the Maximo series. The original Maximo: Ghosts to Glory is a 3D action game created as a spiritual sequel to the 2D Ghosts n' Goblins series, developed by Capcom Production Studio 8 and released for PS2 in 2001/2002. A sequel, Maximo vs. Army of Zin was released in 2003 and the third game was in the works by the same team, but after only a few months of development it was canned due to lower than expected sales from Maximo 2.

Maximo 3 was started soon after Studio 8 finished to work on the second chapter (Maximo 2 ends with the promise of a third game, with Maximo and his allies teaming up to find Queen Sophia), and they created several concept arts, with new enemies, settings and features. The "cartoony" feel of the original games was dropped for a more gritty look.

In the original design doc one can read more about Maximo 3's gameplay mechanics and story:

"Across the Southern Sea, in a land of exotic culture a great history, lies the city of Mashhad, the gateway to the ancient east, but lurking in the shadow of a proud people are the forces of blood and corruption. The Cult of Chut, a religious order legion with fanatics, is preparing to transform the city into a single bloody alter whose population will be the sacrifice in their apocalyptic ritual.

But all is not lost: Maximo stands against this tide of destruction. Having followed the trail of his lost love, Maximo arrived in Mashhad with hopes that his journey will soon end. Now he will pit his sword and wist against the church's faceless leaders and rescue Sophia; the possessed conduit through which Chut makes itself heard.

Maximo 3 stars with Maximo and his band in bad shape. In their quest for Sophia, the heroes have encountered the Cult of Chut, death worshipers who find a "man who walks with Death" an affront to their beliefs. As a result, Baron has beel killed, Tinker maimed and Maximo and Grim have been merged into one, thanks to a curse. Maximo and Tinker have been hunting down cultist sects when they arrive in Mashhad, seeking revenge and a cure to Maximo's condition."

The new connection between Maximo and Grim would have been used as one of the main features of Maximo 3, needed to progress through the game:

"Maximo is covered in tatoos, which are actually the external manifestation of the cultist's curse that has trapped Grim within him. With the press of a button, Maximo transforms into Grim, allowing him several abilities.

As a result of the curse on Maximo, turning into Grim drains Maximo's Health. Stay as Grim for too long and Maximo will lose a life. Only by collecting the souls of the evil cultists can Maximo sustain himself in Grim form.

At some point in the game, Maximo will use Grim's form as a disguise to infiltrate the cult's tower during Chut Holy Day. Gameplay will have the players switch the two forms.

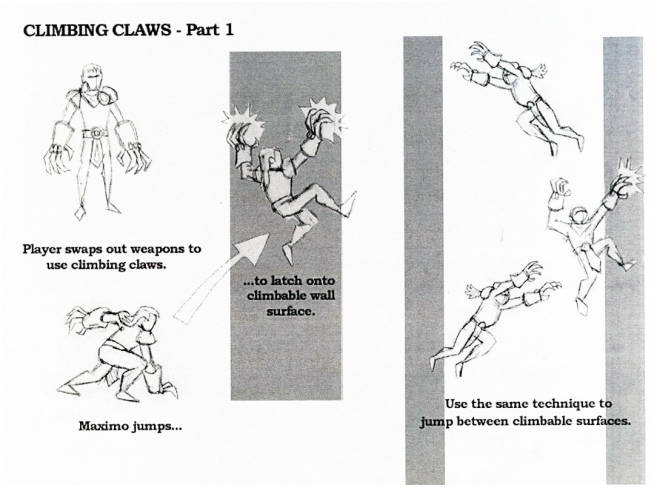
As a phantom. Grim can slide up walls, flow like a shadow along walls, give a little extra distance to a jump and glide down from long drops. In addition, the player can perform several attacks with his scythe. Grim attacks do not always kill, rather they are used to "prep" an enemy for Maximo's attacks, such as breaking a cultist's protection spell or "mortalizing" ghostly foes.

While in Grim form, the player cannot talk to innocents as they are too scared. However, Grim's attack will free the innocents of the cult's influence, turning them from enemies to normal innocents that Maximo must rescue from othe enemies."

After this first concept phase, Capcom Studio 8 created an early playable prototype with a test level which would have been the hub world of the game, to test out Maximo's new abilities, as Wall Jump, Carry / Push / Pull / Throw items, Swim (to maneuver around obstacles, resolve puzzles and find hidden treasures in deep lakes), Talk to NPCs to gain information, advance the story, start mini-quests, rescue innocents from enemies and free them from the influence of the Cult.

Some new items and weapons features were also planned, as the Sword Grapple to grab ledges, the Flintlock Rifle (a new gun-weapon type), Claws to climb up walls, the Crossbolt Gauntlet (to shoot bolts and to use it as a grapple hook to swing or to be pulled towards a secret area) and the Horn (to knocks enemies back and to cause parts of the scenario to shake and break to find new paths). There was also a "lock on" mechanic, very much like the 3D Zelda games.

Maximo 3 was going to be a much more ambitious project than Maximo 1 and 2 and would have taken the series into a full action-adventure game, more similar to The Legend of Zelda. The new lead designer was heavily inspired by exploration / puzzle aspects of Zelda, so the game was going to be more focused on exploration and to be less linear than the previous titles.



In the Maximo 3 prototype it was possible to explore a small town, to interact with a few NPCs, climb upon its walls and fight with some enemies. There was just one functioning enemy, which was a the basic cultist. The game was canned soon after the creation of this early demo.

Capcom Production Studio 8 was full of talented artists and after they finished Maximo 2 they started to work on 3 interesting pitches: Maximo 3, DeVargas and Final Fight: Seven Sons, the unreleased FF that was planned before Final Fight: Streetwise. In the end, only FF: Streetwise was greenlighted from Capcom, but when it was released it failed to achieve mainstream success and it bombed in sales. Capcom decided to not invest in their California team anymore and sadly Production Studio 8 was closed down in 2006. Only few concept arts, a video and a few pages from the design doc remain to preserve the existence of Maximo 3.

"unseen64.net"

Maximo: the Dark Knight

Developer Capcom USA
Genre Action-adventure

Maximo: the Dark Knight is a cancelled "Adults Only" game pitch that was considered by Capcom USA to develop as a spiritual sequel to the Ghosts 'n Goblins series. After Capcom of Japan shown their Ghosts 'n Goblins N64 prototype to the press in 1996 (a game that was never released), a year later Capcom USA conceived their own pitch for Maximo on the Nintendo 64. As revealed by William (Bill) Anderson, Senior Game Designer for Maximo, in an interview published in unseen64's book "Video Games You Will Never Play":

"When I came to Capcom to develop Maximo the N64 was still the hot market, but Capcom USA only had one development team at the time and they were all working on Final Fight Revenge, which I was told would wrap up soon. Well soon doesn't mean the same thing in Japan I guess for FFR had a producer over here from Japan and he wasn't in any great hurry to finish the game. So it took a really long time to finally get a start date for the production and by then the N64 wasn't king anymore and I was asked to change all of my designs to Playstation."

Final Fight Revenge was available in the arcades in mid 1999, but Capcom USA already started their new PS2 pitch for Maximo: the Dark Knight in late 1998, to be able to start development before Sony's second console would be released in March 2000. Their idea was to create an action game for adult gamers, with violent gameplay, realistic visuals and a mature storyline. To conceive a dark medieval fantasy setting suitable for their new game, David Siller (Creative Concept and Studio Director for Maximo) got in contact with Joe Pearson, writer and producer for such series as Roswell Conspiracies and Kong: The Animated Series. As written by Joe to Ross Sillifant:

"It all took place in 1998. This was a paid gig from Capcom who approached me through a contact via David Siller whom I had worked with on the first Crash game. At the time, Capcom was seriously considering doing a hard R-rated for violence and sex dark Maximo medieval fantasy game and they wanted me to write up a concept Bible and opening game cinematic/introduction.

This was a dream come true as I was a big fan of Michael Moorcock's brilliant Elric book series and a real opportunity to delve into my own dark side and cut loose with some edgy over-the-top world building and scenarios. The result you can read for yourself. I think it's pretty, horrifically successful in a dark fantasy way.

It wasn't easy as I was in full production as the Show Runner on the 40 episode animated Roswell

Conspiracies series, but it was such a rare opportunity to cut loose, I made the time over a long weekend to write it up. Well, Capcom paid me for it, and then shifted over to the G-rated mode for the game itself so I never got to write out the script scenarios for the sexed up "Princess reward levels". Oh well, that's entertainment."

This is the opening scene written by Joe for the undeveloped Maximo: the Dark Knight pitch:

"FADE IN on a tortured landscape of jutting rocks and twisted trees. Flames burn from crevices torn in the barren earth. Smoke and fumes fill the screen. Distant, giant shapes can be dimly seen dwarfing the stunted trees. As the narrator speaks we slowly PUSH IN. The shapes emerge from the smoke—a deformed, one eyed cyclops with huge, misshapen hands and a second, tusked face embedded in its chest, a dead white giant worm, with the multiple legs and clawed tail of an earwig and the face of a baby, a jet black female Centaur with red burning eyes and hair, a sickly green, multi-limbed octopus with the face of a beatific, painted geisha (each tentacle ends in a lamprey toothed mouth), and a hairy, spider-like creature with the head of a ravening wolf, etc. (go wild, use your imagination)

We move past the monsters to reveal Lilith on her titanic obsidian throne. She is supremely beautiful and terrifying. A giant, red skinned demoness, with black bat shaped wings and huge bull like horns (I'm picturing a beautiful female version of the Tim Curry character from "Legend". Her lower legs and feet are goat-like. She caresses the head of a massive catlike creature with the spiked tail and armor of a stegosaurus. Piles of thousands of human skulls form pyramids on either side of her throne."

In the end Capcom USA sent their pitch for this adult-only Maximo to Capcom of Japan, that rejected their idea. *As told us by William:*

"No, no prototype of a realistic Maximo was ever produced. Once we submitted the full game design document to Capcom Japan, along with the concept art we produced they pushed back and said that they wanted all of the realistic looking games to come out of Capcom Japan, so that's when we had to change the look and feel of the game. It was our intent to make a gritty and dark game from the start, so we were a bit ticked off when our producer rep from Japan showed up with a first playable demo of Devil May Cry, for it had the look and feel of what we had originally proposed. Oh well, nonetheless we ended up with a game more successful than even Capcom Japan had expected, so much so that they asked us to convert the game to Japanese first, so they could do a big launch of the game in Japan, before here in the US.

Their second concept for a Ghosts 'n Goblins' spiritual sequel was Maximo: Ghosts to Glory, later released for PS2 in December 2001. Maximo became a cult-classic for the console, but unfortunately the second episode "Maximo vs. Army of Zin" sold poorly and the third Maximo game had to be cancelled.

"unseen64.net" ("Video Games You Will Never Play")

Namco Sports Online

Publisher Namco
Genre Sports

Namco Sports Online is a sports game, published by Namco, which was cancelled before it was released.

Nickelodeon Party Blast

Developer Data Design Interactive
Publisher Infogrames
Genre Party

Nickelodeon Party Blast is a party game developed by English developer Data Design Interactive and published by French game company Infogrames. Party Blast was released for Xbox, Windows and GameCube. A PS2 version of the game was planned to be released, but it was cancelled.

Players play as 8 different characters including SpongeBob SquarePants, Rugrats, The Adventures of Jimmy Neutron: Boy Genius, Invader Zim, Rocket Power, and The Wild Thornberries, with CatDog as the hosts, and play more than 20 stages and six different party modes.

OutRun 2

Publisher Sega
Genre Racing

OutRun 2, usually stylized as OutRun2, is a 2003 racing game released by Sega for the arcades. Although this is the first "official" sequel to Out Run, it is the fourth title in the OutRun series after Ferrari F355 Challenge in 1999 released 4 years earlier.

The game was ported to the Xbox a year later, but the PS2 version was never released.

Mucha Lucha

Developer Ubisoft
Genre Fighting

¡Mucha Lucha!: Mysterioso Grande was a fighting game based on a cartoon series. The game was developed by Ubisoft, but was cancelled around 2004 as the creators could not find a publisher.

Neighbours from Hell 2

Developer JoWooD Entertainment
Publisher Encore Software
Genre Strategy

Neighbors from Hell 2 is a game with strategy, adventure, and puzzle elements released for Windows. In the sequel of the game Neighbours from Hell, the player travels to various locations around the world.

The PS2 version was never released.

Pariah

Developer Digital Extremes
Publisher Hip Games
Genre First-person shooter

Pariah is a first-person shooter, developed by Brainbox Games, HIP Games and Digital Extremes. It was released on May 3, 2005 for Windows and Xbox. The planned PS2 version was never released.

Pariah features standard first-person shooter gameplay, largely influenced by the Unreal franchise, particularly Unreal 2. The game's most remarkable feature is the use of collectible Weapon Energy Cores with which to upgrade the player's weapons, giving them additional features and greater power.

NCAA Gamebreaker 2002

Developer	Red Zone Interactive
Publisher	989 Sports
Planned release	January 1, 2002
Genre	Sports

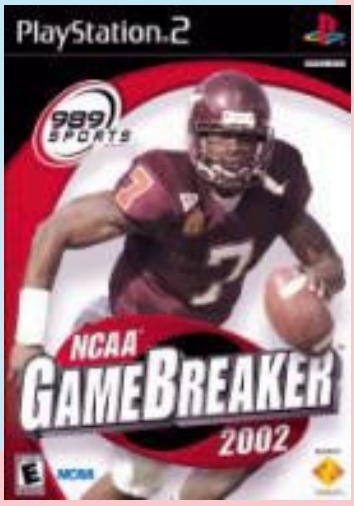
NCAA Gamebreaker 2002 is a sports game, published by 989 Sports, which was cancelled before it was released.

Michael Vick was signed as the cover athlete for the videogame.

Ami Blaire, director, product marketing, Sony Computer Entertainment America said in an early interview:

"We are ecstatic to team up with a prolific athlete like Michael Vick for NCAA GameBreaker 2002. In a short time Michael has proven that his caliber of play matches the level of action and excitement we consistently look to bring to gamers with NCAA GameBreaker. We are thrilled to have Michael Vick as part of the GameBreaker tradition."

NCAA GameBreaker 2002 was due for release on PS2 in late 2001. It would feature 117 Division 1-A teams and stadiums, 21 bowl games, and the official license of the Heisman Trophy.



Ms. Pacman: Maze Madness 2

Publisher	TKO Software
Genre	Action-platformer

Ms. Pac-Man Maze Madness 2 is a cancelled game planned for release on the PS2, GameCube, and Xbox, in development around 2006. It was canceled due to the formation of Bandai Namco Games, which closed Namco Hometek down in the process. It was going to be the sequel to Ms. Pac-Man Maze Madness, a platform game that was originally released for the Nintendo 64, Playstation and Dreamcast.

Some places claim that the game was canceled by Bandai Namco after stating *"no one cares about Pac-Man"*. This is likely a false rumor made out of spite, as no sources have ever been cited.

"pacman.fandom.com"

Nelson Monfort's Ice Skating

Publisher	Namco
Genre	Sports

Nelson Monfort's Ice Skating is a Sports game, which was cancelled before it was released. The game was based around Nelson Monfort, a French sports journalist and television host.

Musou no Go

Publisher	Koei
Genre	Board
Serial number	SLPM-62024

Musou no Go (無双の碁) is a board game, published by Koei, which was cancelled before it was released.

Picture Paradise Club

Publisher Sony Music EI
Genre Miscellaneous
Serial number SLPM-69001

Picture Paradise Club is a video game, published by Sony Music Entertainment Incorporated, which was cancelled before it was released.

A demo disc for PictureParadise Club was released before the game was cancelled.

Pirates of the Caribbean

Publisher Akella
Genre Action role-playing

Pirates of the Caribbean is a 2003 action role-playing game for Windows and Xbox, developed by Akella and published by Bethesda Softworks. The Xbox version was the first U.S. console game developed in Russia. A PS2 version was also originally in development, but was later canceled.

PolyCraft

Publisher Artdink
Genre Miscellaneous

PolyCraft is a PS2 software, published by Artdink, which was cancelled before it was released.

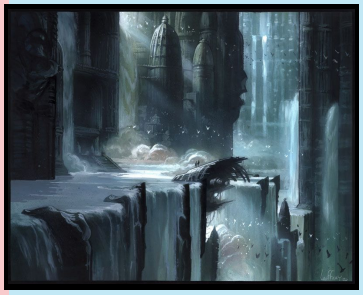
The game may have been released on the Basic Studio software released on the PS2. In Basic Studio, Poly-Craft let users make 3D models.

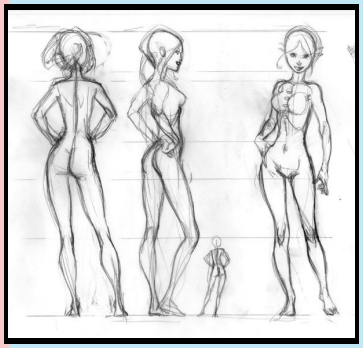
Orpheus

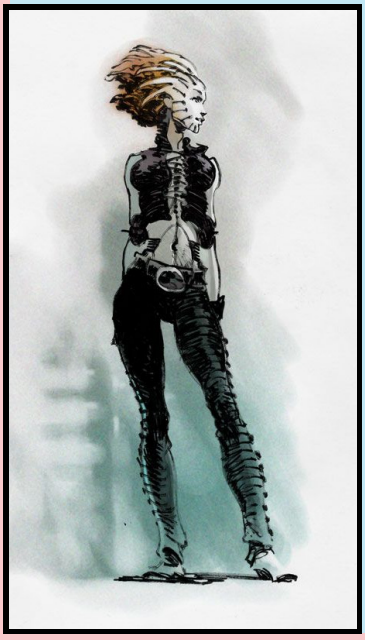
Developer Jaleco
Genre Tactical-shooter

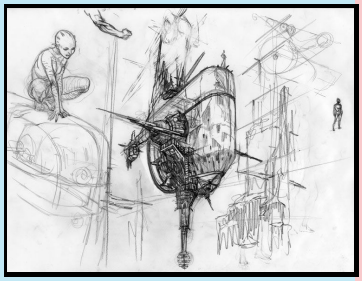
Orpheus was one of several cancelled prototypes /concepts for games that french studio Darkworks worked on during 2003/2004. It appears as if Darkworks could not find a publisher and the title was abandoned. Instead, they started to work on I Am Alive for Ubisoft, before the publisher decided to move the development to Ubisoft Shanghai. It is not known what kind of gameplay was planned for Orpheus and only few concept arts remain, to preserve the existence of this project.

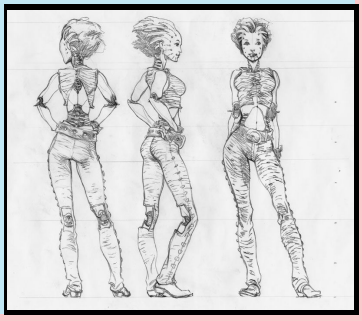
"unseen64.net"









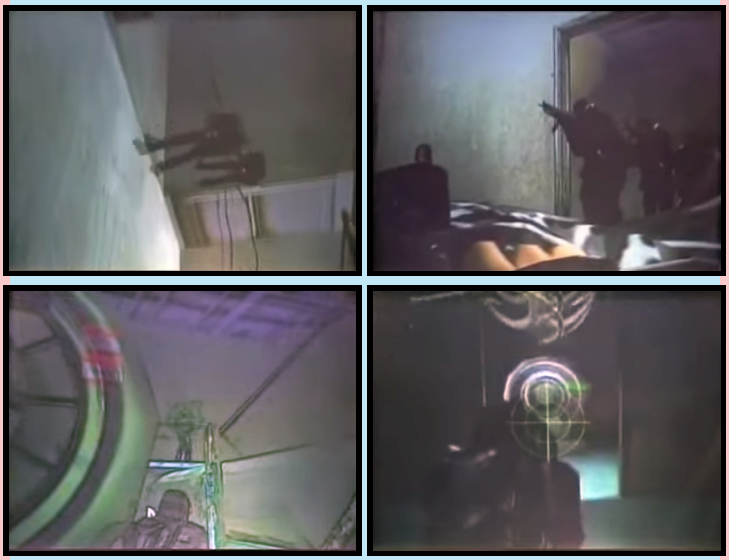


Navy Seals / Navy Force

Developer Jaleco
Genre Tactical-shooter

Navy Seals was developed as a real-life action/shooter that would enable characters to live out the missions of a SWAT like team of military specialists. It was a single-player game that was due on PS2 in Q2 2001. Navy Seals would pit players as the commander in control of three teams that strategize how to infiltrate small islands and large corporate buildings held up by terrorists and then take them out. Players would be able to switch between characters and set them up in special positions throughout the game. Each team member would have specialties, such as explosive specialists, strong men, snipers, technical specialists, and more. Players would use a unique helmet interface to switch between players.

Later the game changed its title to Navy-Force. The game was officially cancelled in 2001 because they though that it could have been an economic failure. Only a target render trailer (shown at Tokyo Game Show 2000) remains from the project.



Ninja Gaiden

Publisher Team Ninja
Genre Hack and slash

Ninja Gaiden is an action-adventure game released for Xbox, PS3 and PlayStation Vita. Players control Ryu Hayabusa, a master ninja, in his quest to recover a stolen sword and avenge the slaughter of his clan. It was inspired by Tecmo's 1990s Ninja Gaiden series, and is set in the same universe as Team Ninja's Dead or Alive fighting games.

The first stage of development was to create the game on the Sega NAOMI arcade system board. They then planned to move the project to the Dreamcast console for further development and release, but this was abandoned when Sega announced the end of Dreamcast product line in 2001. At this point, Tecmo decided to release Ninja Gaiden as a launch game for the PS2 in the United States. The game's director Tomonobu Itagaki , however, had other plans; the Team Ninja Leader was impressed with the software development kits for the Xbox and pushed for his team to develop for the Microsoft console. The company kept silent on this change in direction, and surprised both the games industry and fans when they announced at E3 2002 that Ninja Gaiden would be released exclusively on the Xbox gaming console. Most fans who voted on Tecmo's poll wanted the game on the GameCube.

Planetarium

Publisher Takuyo
Genre Adventure

Planetarium is an adventure game, developed and published by Takuyo, which was cancelled before it was released.

Nui Pets Cafe

Publisher Culture Brain
Genre Strategy

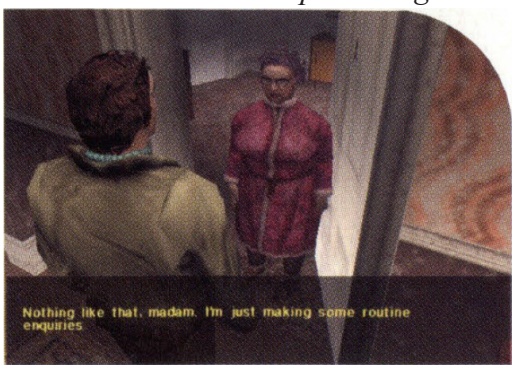
Nui Pets Cafe is a strategy game, published by Culture Brain, which was cancelled before it was released.

Necroscope

Developer Mobius Entertainment / Rockstar Leeds
Genre Survival horror

Necroscope is a cancelled psychological survival horror that was in development in 2002 / 2003 by Mobius Entertainment for Xbox and PS2. The studio was mostly know for a series of ports and tie-in for GameBoy Advance, Nescroscope would have been one of their first projects for home consoles. The game would have let players to investigate the world using extra-sensory perception and supernatural powers, as possessing other characters and monsters. As wrote by Edge Magazine (issue 117) Necroscope would have been an *"unique blend of a Jedi Knight and James Bond"*.

The story and characters of the game were based on Brian Lumley's series of sci-fi horror novels, a setting that would have offered a complex plot and an original way to interact with spirits:



"The term necroscope, as defined in the series, describes someone who can communicate with the dead (coined Deadspeak later in the series). Unlike necromancers, who here extract the knowledge they seek by brutal eviscerations of corpses, a necroscope can communicate with them as equals: peacefully and without any physical interference."

In 2004 Mobius Entertainment was acquired by Rockstar Games (for which they already developed the GameBoy Advance conversion of Max Payne in 2003) becoming Rockstar Leeds. After the buyout, home consoles games that were in development by Mobius (Necroscope and Titanium Angels) were canned and the studio focused their resources on creating portable games for PSP. As one can read in an interview by Ross Sillifant with Dan Hunter (former Lead Artist and Game Designer at Mobius):

Ross: "Talking of canned games, Necroscope, previewed in Edge for PS2 and Xbox, described as a cocktail of jedi mind tricks and sophisticated espionage, this was to be Mobius Entertainment's 1st crack at a survival horror title. From the 4 screens shown, the game engine looked superb, very much inspired by Silent Hill, but it didn't appear gameplay was as far along as the visuals at this point (Dec'2002). Game was set for a Q4 2003 release, so again, any insights as to what became of it, would be fantastic.

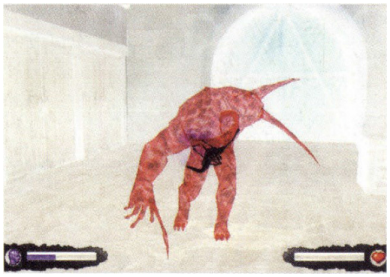
Dan: "Necroscope suffered similar issues to Titanium Angels. You're correct, the game was to be a survival horror game, set in late 70's, early 80's, London. Think Silent Hill mixed with the TV show 'The Professionals'. I loved the concept and setting. I spent a huge amount of time "researching", watching boxsets of The Professionals, The Sweeny, and films like 'Who Dares Wins' ('The Final Option' in the U.S). I'd say that actually the gameplay was further along than Titanium Angels ever was. Unfortunately the same pattern emerged, the play style changed over time. Where at one point there was to be little to no gun play or violence, with the vibe firmly set on exploration and playing detective, it slowing changing into shooting and snapping necks from behind cover. For me that was a real shame, I think it had the potential to be something different. There weren't many people doing a spin on the horror genre, especially something set in the 70's-80's (this was pre Vice City). I still think about what it could have been, and I'm a little bummed to think it never happened. The other issue was that it was being developed without a publisher, so therefore wasn't bringing in any money. Other games were, so naturally that was the focus. 'Sound of Thunder' was one, but the main one was 'Max Payne'. Mobius was tasked with doing the Gameboy Advance version. As people may know, after that Rockstar bought Mobius Entertainment and renamed it Rockstar Leeds. I had left during the development of Necroscope and before the Rockstar buy out, so I can't give the precise reason for its cancellation, but it's clear to me that a small horror game set in 70's London based on a series of books isn't part of Rockstar's bigger plans.

Edge Magazine article:

Necroscope

A cocktail of Jedi mind tricks and sophisticated espionage, Mobius Entertainment's first foray into survival horror is bound to be a terrifying prospect

Mobius has been grafting hard to get the engine and base technology constructed. Screenshots show that the game is likely to be more *Silent Hill* than *Biohazard*, but there's a long way to get yet



Lumley's super vampires, the Wamphyri, want to take over the planet. It's up to you to send them home with their protrusions between their stumps

"Imagine being a unique blend of a Jedi Knight and James Bond," invites the press release accompanying the first exclusive screens of *Necroscope*. Based on Brian Lumey's popular sci-fii horror antics. Imagine defeating vampires with the aid of extra-sensory perception. Imagine hunting them down with your wily detective skills.

At present there's not much in the way of working gameplay components to offer a clairvoyant judgment on the game's prospects. However, the developer's ambitions are interesting. In keeping with the supernatural powers with which to conjur. The possession of other characters is possible along with a range of psychic abilities that aid both the detection and the defeat of enemies. Disturbing body-morphing technology and a range of pyrotechnically effects round things off nicely.

Not that **Edge** hasn't heard such wild claims before, but *The Thing* has shown (if not entirely convincingly) that the survival horror genre can still be stretched into interesting territory. Hopefully, some well thought out design will deliver a game capable of providing some genuinely creepy and unpredictable scenarios, rather than the linear set-pieces gamers have become accustomed to.

Novadrome

Developer Stainless Games
Genre Action, Racing

Novadrome is a vehicular combat game created by Stainless Games (the creators of Carmageddon) which was released in 2006 to the Xbox Live Arcade. It was originally developed for PS2 and Xbox, but it looked more like a traditional racing game. These version were cancelled. In the 360 version, it pits players against each other in an arena style deathmatch similar to Twisted Metal.

Nightmare Creatures 3: Angel of Darkness

Developer Entertainment
Publisher Ubisoft
Planned release Q1-Q2 2003
Genre Action-adventure

Nightmare Creatures 3: Angel of Darkness was initially announced for a Spring 2003 release for the PS2, GameCube and Xbox, but the game soon fell into development hell. Publisher UbiSoft Entertainment later announced that it has acquired all publishing and developing rights to Nightmare Creatures 3.

Nightmare Creatures 3, Angel of Darkness, which was a working title, was to be the sequel to the 1998 hit game Nightmare Creatures, and the 2000 game Nightmare Creatures 2. The two titles combined have sold over 2 million copies on the PlayStation, Nintendo 64, Dreamcast, and the Windows.

Kalisto's apparent concept of the game involved was set in the19th century central Europe and players would take on the role of a new agile heroine who sets out to solve a mystery in Prague. When nightfalls her and her accompanying Raven merge and transform into a fighting beast ready to fight Adam Crowley, the ultimate boss in the final combat. When Ubisoft reportedly began designing the game from the ground up when it gained control over the game's development and it's unknown whether Kalisto's original concept remained intact.

After UbiSoft acquired the Nightmare Creatures IP, Alain Corre, Ubi Soft's managing director for Europe, Asia-Pacific and South America said in an interview:

"With the rights to the Nightmare Creatures name now secured, we are making sure that players remain as enthusiastic about the series as they have been up until now. The action-packed gameplay and fascinating story of Nightmare Creatures 3 promise to take the fright factor of the genre to new highs."

Spring 2003 came and went with no news on the title. In 2004, Ubisoft representatives claimed the game had not been cancelled, but the company has remained quiet about Nightmare Creatures 3 ever since.

Nooks and Crannies

Developer AndNow
Genre Action-adventure

Nooks and Crannies is a cancelled game from AndNow, the developers team of Ed Annunziata. It was in development for Windows and planned for a PS2 port. In the original press-release for this game one can read that: *"Nooks & Crannies is the first real game with artificial life characters; little alien Nooks and Crannies. Imagine virtual cock-fighting with your own alien pets. Feed-em, Kill-em, Evolve-em, then send them on one daunting mission after another. Its Creatures meets Command & Conquer in lush 3D alien worlds, seen through a fully controllable camera. You can even breed them on your Palm Pilot and upload them to your PC. Nooks and Crannies — it's not just a game, it's a hobby.*

The game is designed to be played many different ways:
- Single player, mission based or free-form strategic play.
- Over a LAN with (4-8) players.
- One-on-one modem play.
- Internet (Mpath, Kali).
- Email using the Nooks & Crannies Post Office.

Evolve a unique "tribe" according to game demands and personal strategy. Each retail copy contains the DNA of a unique Nook and Cranny which you use as breeding stock."

The game vanished when AndNow closed down.

Perfect10

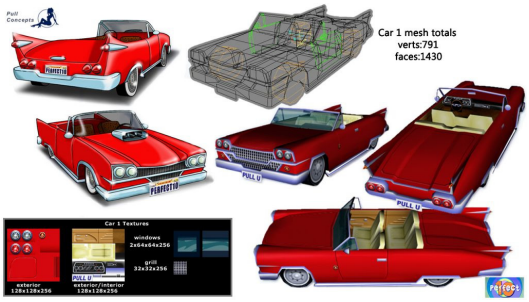
Developer Rage Games Birmingham
Genre Racing

Perfect10 is a cancelled adventure racing game that was in development around 2003 by Rage Games Birmingham. Not much is known about its gameplay, but it can be speculated that it could have been similar to Road Trip Adventure (Choro Q HG 2), with a big open world to freely explore while driving around doing quests.

The project was never officially announced by the company and only a few 3D models / concept art were found online.

In 2000 Rage began to expand into publishing. However, the costs of publishing and a run of games that did not sell as expected eventually led to the company closing in January 2003 due to bankruptcy.

"unseen64.net"



LORNE LANNING

THE CREATIVE DIRECTOR OF ODDWORLD INHABITANTS

by: PSM2 2000

PSM2 has seen two demo levels (the beautiful, hilly landscape and the refinery), can you reveal a little about other levels/environments in progress?
There are some flavours of outdoor levels scheduled to be implemented, but we're still working on these aesthetics. There are indoor natural levels - these are cave-like in nature, similar to some of the visual qualities of the previous *Abe* games. There are also native indoor levels that use a more primitive architecture styling. You've seen the outsides of a couple of these facilities, but there are many more that you haven't seen. For the factories there are a variety of styles. All of these are industrial, but they vary depending upon the factory. Also, there are floating facilities that the Vykkers use. These are more scientific laboratory aesthetic that is a little crossbreed with a dirigible infrastructure.

It's been reported that if your designers don't finish their 'levels' by their individual deadlines, they don't get in the game. Has anyone missed a deadline yet?
There is truth in this. The process of design and layout is one that is totally ambitious and also totally compromising. Not only the designers, but all of the production staff sometimes miss a deadline on their own goals - sometimes even on the director's goals. In either case, this is always the enemy. Hopefully, when the gamer gets the experience in their living room, they have no idea where we chose to compromise.

At our meeting at E3 you spoke of advanced behavioural, simulation and social chemistry models within the game. Can you now elaborate on these 'emotional' aspects of the game?
Let's say your goal at a particular level is to shut down a factory - there would be several different ways that you could achieve this. You could rescue the employees of the factory and cause it to have no labour, thus it would shut down. You could seal all the employees and bring them to another local factory, and thus shut it down a different way. You could kill the employees that are gathering resources for the factory, and still succeed in shutting it down. The approaches to solving problems are in how you utilise the chemistry of the characters and mechanics of the game - you can utilise these chemistries in completely different ways or different strategies to achieve similar goals. How you achieve your goals can have impact on the environment, on other characters' attitudes, and on your own Quarmic status.

Because *Munch's Oddysee* is a much deeper game that the earlier *Abe* games, you can look at each character as a power-up, as a weapon, or as a resource gathering worker. In Munch's world, the rest of the characters in the levels have far more uses than just being there to be rescued or shot at. You can use them for a variety of things. You might find it smart to use them to make money for a particular Glukkon, who you then rip-off. You might want Moolah (currency) to buy upgrades for various forces... to then pit against other forces.

We've seen that you play as Munch and Abe, but you've hinted that there will be more playable characters in the finished game - Care to reveal all?
Lulu is an incompetent Glukkon who you must use during the game. You need to get him promoted through the Glukkon corporate empire so that he can ultimately help you out. We still haven't decided 100% if you're going to change to him as quickly as you do Munch and Abe, or if you can only control him via possession.

Do you really provide Abe's groans, whimpers and all-round noise yourself, Lorne?
Unfortunately. I do. Through the course of production these sounds tend to come very easily.

Your irritation with some aspects of developing for PS2 hardware has been well documented. Could you clarify what difficulties you've encountered and whether they will really affect the players enjoyment of the finished game?
These difficulties will not affect the enjoyment of the game. Our hopes were that the PS2 would display quality images to such a degree that we wouldn't be able to tell the difference between gameplay and a DVD movie, but the system is just not up to that level of display quality. The frustration is that you wind up spending a lot of time (and money) on simple things that should have been free on the average video card.

Apart from the eye candy, what has PS2 allowed you to add to the latest Oddworld that PSone couldn't? Are the still ideas that can't be fully realised?

There is definitely more of an even balance between creativity and technology in this game. The good news is that we've taken them both to a whole new level. GameSpeak and other classic Abe features (sneaking, possession, rescuing, etc.) have evolved for *Munch's Odysee*, while the 3D technology is something that pushes the limits of this new hardware.

Lorne Lanning

We've come upon many disappointments, but ultimately you've just go to bite the bullet and figure out ways around the shortcomings of a new system. You look at the specs, you see impressive numbers of chip performance, you predict as best as possible while still trying to be conservative, but then, when you finally get into the dev systems you learn that they made some unbelievably stupid mistakes. Why? Because hardware designers don't understand how to make great looking graphics. But of course they think they do, so they don't bother to ask the people who really know before they go and design the system.

So you kill yourself trying to figure out how to make great looking stuff whit a system that was designed by guys who don't understand graphic excellence and think that only polygons are important. It can be a heartbreaker because you wind-up putting a lot on money into areas of code that should have come free in the hardware.

How are you making sure *Munch's Odysee* appeals to a rapidly expanding mainstream audience without alienating the hardcore gamers among us?

Games are evolving. Just because games used to belong to the hardcore audience doesn't mean that games that appeal to the mass audience will not also appeal to gamers. Back when motion pictures first began, there were only five-second peep shows (not of the XXX kind). Only so many people were interested in them because they were very limited in what they showed. They had no compelling story or characters, and it was purely about sensation. But when real story driven movies started to be made nobody said, "this sucks, we want peep shows back." Those that had loved peep shows were that much more excited when true movies came around.

When games become what they're capable of becoming, everyone, especially the hardcore gamer, is going to be very excited. Right now, hardcore gamers have higher tolerance levels to common barriers like interface shortcomings, confusing and repetetive play mechanics, and a general lack in entertainment value. The non-gamer looks at these things and says, "I'm not interested if that's what it's about. It's a stupid story that's badly animated, and it's too frustrating that I keep losing, and I don't even know what I'm supposed to do." When the games that close this gap hit the shelf, everyone is going to love them.

What feature has pleased you the most during development of *Munch's Oddysee*?

Regarding hardware, I don't recall any pleasing experiences. But with the gameplay, there are too many to list.

The Abe series was always going to be a Quintology, you've said that all five are scripted out - Will they appear on Sony hardware?

The whole *Oddworld* Quintology will not come to an end in the 128bit console era. Certainly *Munch's Exoddus* will be on the PS2 along with some other *Oddworld* games, but it's too soon to talk about them. As for *Squeek's Oddysee* (Quintology game #03) and the next *Odysee* (Quintology #04), we're not sure if they will run of PS2.

Why hasn't *Oddworld* been as successful as hoped in Japan (110,000 copies versus a hoped-for 260,000)? Surely the 'cute' characters, humour and involving play should be irresistible for Japanese gamers?
One major reason was that our gamescreens were too dark. We knew this was a problem but we were too late in the game production to do anything about it. The Japanese tend to play games with their windows open (I'm not kidding) and thus the screens tend to wash out more. Thus, dark games don't sell well in Japan. Also, we never felt that Abe was a very "Japanese-friendly" character. They tend to frown on what they would consider deformities and such (like the stitches in Abe's mouth). However, some of us here believe that Munch has the potential to be widely embraced by the Japanese gamer.

Is there anything you can tell PSM2 that you haven't told anyone else?
We haven't talked about Fuzzies at all. Fuzzies will actually become really important in the game play for Munch. These are the lab animals that Munch gets to rescue, they get to follow him, and attack other characters on Munch's behalf. Also, because they are lab animals, you get to transform them in different ways to get crazy new creatures. Fuzzies are going to rock. They're like bunnies with a serious appetite for meat.

Who/what are your biggest influences?
Entertainment people like George Orwell, George Lucas, Ridley Scott, Jim Henson, and Pink Floyd. Also lesser known but extremely important people like Noam Chomsky (social critic), Terrence McKenna (botanist and Shamanistic revivalist), Paul Virilio (urbanist), and even Sherry, my partner. Especially when it comes to understanding human behaviour.

Your career began in Hollywood, your games are becoming more and more cinematic, your production designer, Farzad, has even stated that he'd rather watch a good movie than play a game - How long before Abe gets a full-length feature film?
We continue to have talks with Hollywood people about this. We're sure it will happen in the not too distant future. It's all just a matter of timing.

Farzad is a great example of an awesome talent that really wouldn't be interested in the game industry unless he had the foresight to believe that the game industry would eventually grow up and build higher quality stuff.

Our efforts in design are focused on building the infrastructure to a universe that we will later get to exploit and take to new levels when we start making movies and such.

Farzad has worked in Hollywood enought to know that we're on the right track to achieving ultimate control and thus ultimate image quality and storytelling value - something that is virtually impossible to do if you start making films first. They're just too expensive and Hollywood is too screwed up.

There are a number of people at Oddworld that look at the company and the universe this way. Many of them wouldn't be in the game industry at all if they didn't know that we're aiming at the much bigger target of Entertainment, not just games.

Beside your own, what's the most impressive game you've seen on PS2 to date?
The only impressive game I've seen is the video footage of *Metal Gear Solid 2*. Not with the creative, but with their particle technology.

What's the biggest extravagance that Oddworld's games has allowed you to splash out on?
It's definitely the ability to even try to build something as ambitious as *Much's Oddysee*. All of our previous success was critical to getting the confidence of publishers to stay behind such a mega-project. Beyond this we all keep pretty humble lifestyles.

Do you still see yourself producing games set in the *Oddworld* universe right up until you retire from the industry?
I see Oddworld as a universe that is so rich, and has so much depth beyond what the public has yet to see, that I could easily stay focused on the Oddworld universe for game building for the rest of my career.

I would want to take breaks and make some of the movies , do some other stuff in between, but when it came time to come back into the game productions, Oddworld is the place for me. Just like Star Wars and George Lucas, the two are inseparable. Oddworld was created to be everything I wanted. Its possibilities are endless.

Munch's Oddysee was originally intended to be exclusive for the PlayStation 2, however this version was cancelled to make the game exclusively for the Xbox, taking advantage of increased graphical capabilities. However, there were many different features that didn't make it into the final version of the game. The differences are listed below:

- Sligs were originally able to climb ladders.
- Abe was able to hide in the shadows like in the previous games.
- Sligs smoked cigarettes.
- There was a giant hamster wheel on which the Mudokons ran to power the machines in the facility.
- Sligs were able to beat up Mudokon workers like in the previous games.
- Abe could toss Sligs out of the window, smashing the glass, and making the Slig fall to his death from a great height.
- The Recycler was to have an LCD screen chart for how much meat and fat there was in the chopped up character and to also show how much of it was useful.
- Mudokon natives could grow trees by chanting.
- Mudokon workers wielded chain-saws for chopping down trees.
- Flying helicopters, probably similar to the Flying Sligs.
- A scene of a few Mudokons struggling to walk in the wind. In the same video it then showed a scene with an army of marching Sligs. The marching scene was kept in the game, but as a poor quality movie. The sligs are also marching the opposite way, which can be noted in one of the levels.
- A flying helicopter dropped a SoulStorm Brew vending machine which lands on a Mudokon. The vending machine then fired SoulStorm Brew cans at another Mudokon that knocked him out. The last can landed into the Mudokon's mouth, forcing him to drink it.
- Creatures called Meetles were meant to appear in this game.

"unseen64.net"

Oddworld: Munch's Oddysee

Developer	Oddworld Inhabitants
Publisher	Infogrames
Release date	(us) November 15, 2001
Genre	Platformer
Mode	1 Player

Munch's Oddysee was the first game in the Oddworld series in 3D, unlike the 2D Abe's Oddysee and Abe's Exoddus.

Abe's chant possession ability (enabling the player to control NPCs) was also changed: in Munch's Oddysee, it appears as a small ball of energy which the player controls, and must be earned by the collection of the spherical 'spooceshrubs', which may also be used for opening some locked doors. Other new features include Abe's ability to pick up objects and people, and different vending machines, which supply new abilities for a brief moment. The most significant new feature is the ability to switch control between Abe and Munch. Munch has his own abilities, such as using his sonar to control the Snoozers from the control panel, as well as pick up grabbers. He can also swim in water, while Abe can not. In the game's booklet, it warns that Abe can only possess Industrialists, but in gameplay, the player can possess all the creatures permitted in Oddworld: Abe's Exoddus, and, for the first time, Slogs (the reptilian hounds kept by the industrialists as guards), though the options for controlling non-Industrialists are very limited, and usually result in the victim's destruction.

An upgraded port was released on the PlayStation Network and include enhanced 720p visuals, more detailed character models, re-mastered dialogue, bonus material.

The Nomad Soul

Publisher Quantic Dream
Genre Adventure

The Nomad Soul, also known as Omikron: The Nomad Soul, is an adventure game developed by Quantic Dream and published by Eidos Interactive for Windows in 1999 and Dreamcast in 2000. A PlayStation version, planned for May 2000, was cancelled after seventy percent of it had been completed. The game was also cancelled for PlayStation 2.

The player can engage in unarmed and armed combat, explore the three-dimensional environment of Omikron City, and talk with NPC to progress the story. It follows an investigation into a case of serial killings, which unravels the supernatural truth behind the city's ancient history.

Perfect Golf 3

Developer Seta Corporation
Publisher Seta Corporation
Genre Sports

The third installment of Seta's golf series, Perfect Golf 3 was supposed to be one of the PS2's earliest sports games. But as Seta began to pull its console support in favor of its other electronics businesses, development on Perfect Golf 3 was halted. It is believed, however, that some of the technology used for this title was later re-used as the foundation for Seta's 2004 Nintendo title, Legend of Golfer.

"ign.com"

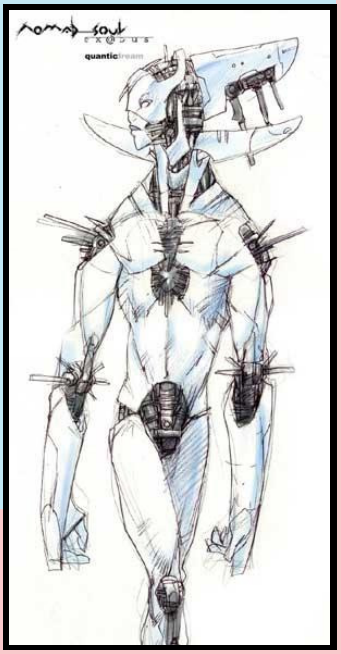
Omikron 2 Nomad Soul Exodus

Publisher Quantic Dream
Genre Adventure

Omikron 2 Exodus was meant to be a sequel for PS2 and Dreamcast of the game Omikron: The Nomad Soul. The title was later changed to "Omikron 2 Karma" and the development was moved to Xbox360 and PS3. There are not much informations about the project, but thanks to the Omikron Game Blog some concept arts and information was revealed.

Omikron Exodus was a real-time 3D action-adventure game that takes place in the futuristic universe of Omikron, The Nomad Soul. Omikron Exodus would starts 100 cycles after the first game. Omikron has been transfigured by technology, a high city has been built above the ancient one, the network is omnipresent and anti-gravitational technology has made tremendous advances leading to the development of flying vehicle. The Techno Religion, the official religion, has a major role in this new society. It preaches fusion of man and machine to free mankind from its physical limits. Its main goal is to process The Great Migration: global transfer of mankind to the network.

The game would feature an even more intense immersion experience in a richer and more realistic city than that of Omikron, The Nomad Soul: 3D architecture with flying vehicles, behavior management for passers by and NPCs, economy management, shops, etc.



Okao Haisaku: Torikomi Tengoku

Publisher Idea Factory

Okao Haisaku: Torikomi Tengoku is a video game (probably a visual novel), published by Idea Factory, which was cancelled before it was released.

Ongaku Game

Publisher Konami
Genre Board

Ongaku Game is a board game, published by Konami, which was cancelled before it was released.

Pachi-Slot Aruze Oukoku 8

Publisher Aruze Corp
Genre Gambling

Pachi-Slot Aruze Oukoku 8 is a Miscellaneous game, published by Aruze Corp, which was cancelled before it was released.

The Office

Publisher Reveille
Genre Board

The Office is a video game for Windwos based on the American sitcom of the same name, featuring the characters from the show as bobblehead dolls. Players are challenged to complete jobs and pull pranks around the office.

Ports for the PS2, PSP, Wii, Xbox 360, and Nintendo DS were in development but were cancelled.

Orchid

Publisher Argonaut
Genre Beat 'em-up

Orchid was an action-adventure / beat 'em up that was in development by Argonaut Games and would have been published by Namco for the original Xbox and PS2. The project started with a cell shaded graphic design, but two months before the game was cancelled the developers were asked to make it look more "realistic". The whole team worked a lot in trying to change the game, but unfortunately in the end Orchid was never released.

The game would star a young amnesiac girl who has just awoken from a coma and is being chased by a mysterious corporate army. The girl has a variety of physical gifts, including the ability to conjure up powerful monsters. As the game begins, the girl must discover her past and escape the clutches of her corporate enemies.

Orchid, taking place in a 3D world, would feature a free-roaming battle system where players would be able to roam large worlds and engage enemies in one-on-one fights. Argonaut enlisted the aid of Tony Daniel known from comic books to pen the game's script, which was to told through over an hour of cutscenes. Several unnamed Hollywood actors was also recruited to provide the voices in the game, according to the UK-based developer.

Outcast 2: The Lost Paradise

Developer Appeal
Genre Action-adventure

Outcast was an action-adventure computer game by Belgian developer Appeal. A sequel, Outcast 2, was originally being developed for PS2. During development, the company Appeal went bankrupt and development ceased. Appeal had been requesting funds from their publisher to help finish the game for release but this plea fell on deaf ears.

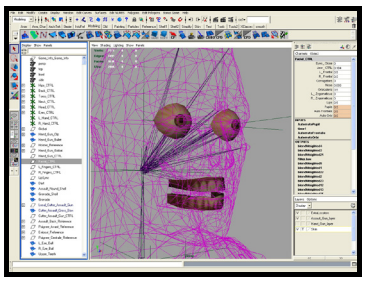
from the blog of Franck Sauer, Director of Outcast;

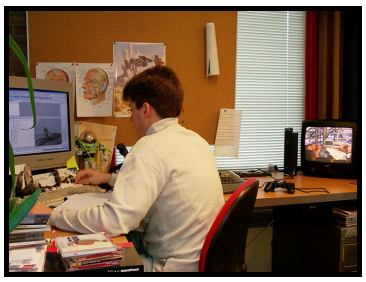
In mid-1999, right after the release of Outcast, Appeal started pitching new ideas about a sequel and tried to convince their publisher, Infogrames, to fund a pre-production, quickly.

When a studio finishes a product, there's pretty much no money left and the studio is highly dependent on the willingness of its publisher to keep the studio alive. This is possibily the worst time to sign a deal, but unfortunately developers often have no choice.

Fortunately, Infogrames had stock in Appeal, and as partners they were more inclined to help them proceed with the sequel. They were cautious though. The sales reports from Outcast were underwhelming, way below their one million initial target (ending up selling slightly over 400k boxed units).

At first Appeal managed to sign a pre-production deal and they proceed with R&D and graphics design. As sales were disapointing on the PC, Infogrames insisted that Appeal should make the game for consoles first. They also insisted to have more action and less adventure, because that's what console gamers want they said, something programmer and 3D artist, Yves Grolet, in particular was not very happy with.





Another difficulty started when it became evident the PS2 would be the best selling console of the generation. Yves wanted to work on the Xbox, which was the superior console in term of rendering capabilities, and easier to work with, but from the publisher's point of view it made no sense to work for the smaller installed base. Appeal liked the idea of working on consoles in general, as close systems have their sets of challenges but are very interesting to work on, and Appeal had this arcade background that made us probably overconfident, especially considering the PS2.

The PS2 was a very difficult console to work with, especially for a studio with most of its engineers only experienced on PC, and it took some times to get the dev kits and actually realise what a PS2 was (there was a lot of speculation at the time). With the dev kits finally available, Appeal were progressing slowly and initially had a lot of performances and stability issues. At some point, Yves would decide to quit and start his own company (Elsewere Entertainment) to work on the Xbox.

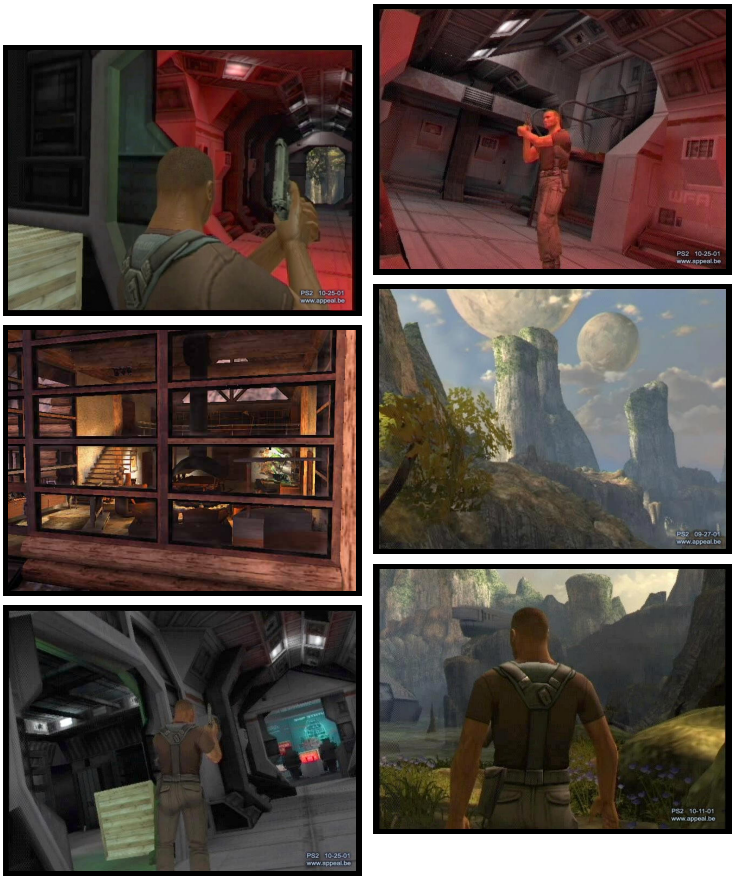
Appeal finally signed a production agreement. At first it was a 7 million contract, but got reduced to 5 million as Infogrames was starting to feel pressure from the market. Appeal managed to develop a working demo with a lot more work also done behind the scene on the game's universe and environments, but Appeal were far from being ready to ship an actual product. Internal difficulties also raised when Appeal hired a designer to replace Yves, only to find out a bit late that the guy was heading the design in the wrong direction. That didn't help either as Appeal had to rethink the whole design again in the middle of the production.

The project was killed after spending about 3 millions as Infogrames stocks were hitting a new low in 2001 after the internet bubble (and all IT companies as a side effects) exploded. They pretty much killed all their 3rd party projects, focussing all remaining funds to their internal studio, Eden.

However, as Infogrames were shareholders in Appeal, they couldn't kill them so easily (they would have to clear-up the debts). Instead they sold Appeal back their stocks in exchange of a new pre-production contract around a Tintin game. Appeal didn't have much choice if they wanted to keep the studio alive, but for Infogrames it was a win-win situation, they were set free from their shareholder duties and had a working prototype they could show to Moulinsart (the company that holds the rights to Tintin).

When the Tintin prototype was completed, they did not sign the Tintin game (purposely or not Franck have no idea) and we went bankrupt in 2002. Yann and Franck purchased back most of the assets belonging to Appeal the Curator could not sell, including the unfinished technology that would help them later to develop and (finally) ship PS2 games Wild Water Adrenaline and Mountain Bike Adrenaline.

"francksauer.com"



Outcast 2: The Lost Paradise would take places on the planet Adelpha, wherein high-tech invaders clash with the more primitive, nature-based Talan. As Cutter Slade, the player is thrust into the midst of the massive conspiracy against the planet Adelpha with both the Talan and the Cities are being attacked. Cutter Slade is called once again to help the innocent and restore order.

The game would feature character models made up of more than 8000 polygons each and a soundtrack by the Moscow Symphony Orchestra, it would also feature six different weapon types, several expansive environments, and a gameplay mechanic similar to the Tomb Raider series.

A PC version was also planned before it's cancellation.

Falcon ships from the World Federation Army attack Aldelpha. Cutter is back to defend his adelphian friends. Image by Yvan Hendrick

Picassio

Publisher Promethean Designs
Genre Stealth

Picassio was a stealth / thief game that was in development at Promethean Designs, in which the player would have to steal artworks to "win" a bet with another thief.

The project had a long development cycle: it started as a Dreamcast game, then it was postponed and passed through PS2 and GameCube. In all that time the only playable build that was made was very basic: basically, the character creeping about and some very basic AI. Most of the gameplay ideas did not get implemented at all. It seems that they started the game with a man protagonist in mind, but in later screens a woman is shown as the main character, so it could have been changed to appeal more to the young public.

The project got radically changed halfway through development when the director of the company saw the then newly released Shenmue and basically decided to copy it. Picassio then turned into a half adventure, half stealth type game but didn't get any further than some character/level designs before getting canned.

The company fell into severe financial difficulty and employees weren't being paid for months. Subsequently they all left to work elsewhere and Promethean Designs went bust.

"unseen64.net"

PSYCHO 5-0

Developer Sony Santa Monica Studio
Genre Vehicle combat

PSYCHO 5-0 was a prototype for a third person shooter / car combat game in development for about 2 years at Sony Santa Monica Studio for the Playstation 2, but later canned for unknown reasons. It's interesting to notice that in Calling All Cars, a PS3 game by Incognito Entertainment (part of the SCEA Santa Monica Studio) one of the cars is named PSYCHO 5-0, a nice citation of this unseen project.

"unseen64.net"

Pillage

Developer Zed Two
Publisher Zed Two
Genre Strategy

Pillage is a Strategy game, developed by Zed Two Limited, which was cancelled before it was released.

Pillage was described by Zed Two as both a role-playing epic and a turn-based action strategy game, and it would see players assuming the role of a young warrior in an unspecified future who is determined to avenge the death of his family at the claws of the loathsome creatures that have subjugated humankind.

In addition to the single-player game, Pillage would feature a two-player cooperative mode in which players was to assume the roles of both the young warrior Low and his sister Pepper. The gameplay would be mission-based, and although would be possible to progress through the game simply by killing all the enemies in a given mission, it'll was also possible for players to succeed using stealth and cunning. The game would also feature a multiplayer team battle mode.

Zed Two, which was part of the Warthog setup at the time, was negotiating with a number of publishers and hoped to release the game early 2004.

Pillage was originally announced for Windows, PS2, and GameCube.

Play with Fire

Developer Fantasy Labs
Publisher Midas Interactive
Genre Puzzle

Play with Fire is a puzzle game, developed by Fantasy Labs Entertainment Pvt Ltd and published by Midas Interactive Entertainment, which was cancelled before it was released.

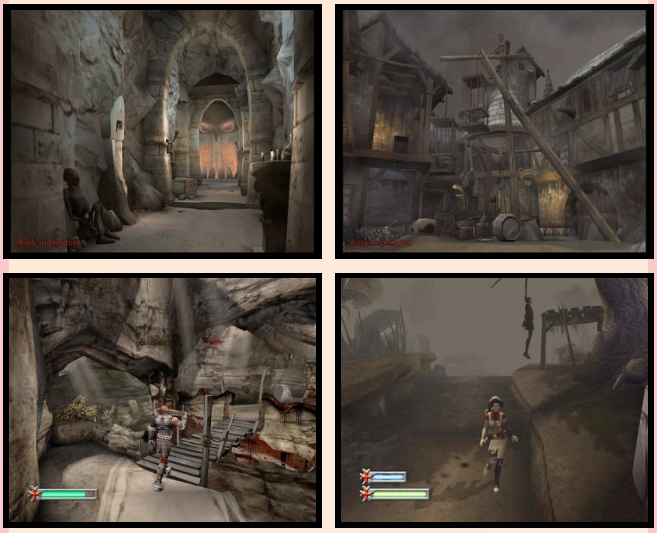
Plague of Darkness

Developer Jaleco
Genre Tactical-shooter

Set in Medieval Europe, Namco's Plague of Darkness would put the player into the presumably chain armoured boots of Douran, a Knight of the Order, to resolve the mystery of The Black Death. The press release claimed that the game had a *"rich use of colour"*.

Comparisons to Morrowind can be made, but from the sound of things Namco were hoping to make it more accessible. The fighting system featured attack, defend, block and grab moves, while tarot cards were used to summon magic attacks. It was cancelled for reasons unknow.

"unseen64.net"



Power Rangers: Mystic Force

Developer Namco Bandai Games
Publisher Disney Interactive Studios
Genre Action

Power Rangers: Mystic Force is an action game, developed by Namco Bandai Games and published by Disney Interactive Studios, which was cancelled before it was released.

The game was to be based on the fourteenth season of the American Power Rangers franchise.

Pocky & Rocky / Kikikaikai 2

Developer UFO Interactive Games Inc
Genre Shooter

Pocky & Rocky is a scrolling shooter with action elements licensed by Taito to Natsume, who developed and published the game for release in Japan in 1992 and the rest of the world in 1993. It is the sequel to the 1986 arcade game KiKi KaiKai (unofficiallly released in North America as Knight Boy) and follows the continued adventures of a young Shinto shrine maiden named Pocky (called "Sayo-chan" in the Japanese version) and her new companion, Rocky the Raccoon ("Manuke" in the original). Pocky & Rocky became popular enough to spawn two official sequels and one spiritual successor, though none are well recognized.

Heavenly Guardian is the successor to the cult favorite Kiki KaiKai. It is not precisely the Kiki KaiKai 2 sequel that had previously been announced and canceled – however it is developed by the same company, Starfish SD, and has been described as a "spiritual successor" and is allegedly *"very similar"* to the cancelled game according to Kiki Kai World's publisher, UFO Entertainment.

When UFO Interactive Games Inc. released Kiki Kai World / Kiki Kai Kai 2, it was renamed to Heavenly Guardian. So, they had a Pocky & Rocky sequel, know as Kiki Kai World / Kiki Kai Kai 2 (that could have been a remake of the SNES version), in developement for PS2, but then they had some problems (probably copyright problems), so they just "cancelled" Kiki Kai World / Kiki Kai Kai 2, but they changed the main character of the game, changed the name, and released it for PS2 and Wii under the name of Heavenly Guardian.

"unseen64.net"

Popeye:
Hush Rush for the Spinach

Developer Trecision
Publisher Cryo Interactive
Planned release Q1 2003
Genre Racing

Popeye: Hush Rush for the Spinach was in development by Italian programmers Trecision and was set to be published by French company Cryo, but the game was later cancelled

The game was to be a head to head racing game with supporting cast members Brutus, Wimpy, and Olive Oyl. It would feature multi-path race tracks and weapon-based power-up system. Vehicles would include cars, skateboards, swinging from a vine, fly with a jetpack, and more.

Massimiliana Sacchi, Sales and Marketing Director, Trecision said in an early interview:

"Trecision is developing a top-quality title which will be appreciated both the millions of fans Popeye has all over the world and demanding players who expect an original and exhilarating gaming experience. Popeye, Hush Rush for Spinach takes anew approach to the racing genre, adding a number of twists to the formula, thus greatly differentiating the title from any other game on the market. We're delighted that Cryo has chosen Trecision as partner for development of the game. Trecision's technical skills and expertise will allow us to create a stunning title starring one of the world's most beloved cartoon heroes."

Pojo the Chicken

Developer Atari / Midway Games West
Genre Action-platformer

Pojo the Chicken is a cancelled 3D platformer / action game which was in development in 2000 by Atari / Midway Games West for PS2. Pojo was originally born as an easter egg / secret character to be unlocked in such games as MACE: The Dark Age and Gauntlet and she was mostly an internal joke / team mascot for Midway. At some point in late '90s the studio jumped the shark and decided to make Pojo the main protagonist of her own game.

As described for Mace: the Dark Age:

"Pojo: The Fighting Chicken, transformed by Countess Taria into something more than human, a force powerful enough to rend the very cosmos in her powerful beak. Pojo wages a never-ending battle for truth, justice, and the feathered way."

Unfortunately only a few screenshots from an early level remain from this lost game to remember its existence. By looking at its colorful graphic, one can assume Pojo the Chicken would have been a fantasy action platformer, with humorous settings and jokes.

Pojo as a hidden character in Mace: the Dark Age

The same team also worked on the cancelled Joust 3D for PS2 and Xbox, before developing Dr. Muto which was finally published in 2002 for PS2, Xbox and Gamecube. In 2009 Midway Games filed for bankruptcy, most of its internal games studios where closed and all of its assets were purchased by other companies such as Warner Bros.

"unseen64.net"

Rakuen Danshi: Beast Harem

Developer Takuyo
Publisher Takuyo
Genre Visual novel

Rakuen Danshi: Beast Harem is a visual novel released for Windows. The PS2 port developed and published by Takuyo, was cancelled before it was released.

The story is about Kanzaki Asuna, who moves back to her old hometown to stay with her cousin Yukito. Asuna is a 2nd year student, and the only female sophomore in her grade. From here on Asuna's bishie harem adventures begin.

The Regiment

Publisher Konami
Genre First-person shooter

The Regiment is a Windows game developed by Kuju London and released by Konami in 2006. The PS2 release was never released.

The game is based on the Special Air Service, and includes some real-life missions such as the Iranian Embassy siege. It is a tactical first person shooter is which the player leads a team of four British SAS soldiers through twelve missions across four locations.

Powerslide 2: Slipstream

Developer Ratbag Games
Planned release 2004
Genre Racing

Set in a post-apocalyptic environment, the original Powerslide was a racing game developed by Ratbag Games and released for Windows on December 1998. In 2003 Ratbag were working on a (self-funded) sequel, know as Powerslide: Slipstream, but the project was canceled because they were not able to find a publisher interested in the game.

Powerslide: Slipstream was developed as an off-road racing game with a similar theme to Mad Max, with wide-open post apocalyptic backgrounds and broken down cities through which players pilot their futuristic dune buggies.

One of the key features in Slipstream was the ability to draft other players. Players could draft an opponent who creates a minimally resistant pocket of air behind him, and the player would gain speed by doing so, with the idea being that once they gain enough speed, they can then burst ahead of him. Drafting or slipstreaming not only increases the speed, it builds up the turbo boost, which is critical to use for close races.

The story is set in the year 2030 where the world has disintegrated into a mere two factions. Major cities such as Sydney, London, LA, and Berlin (with 10 areas in all) have collapsed from relentless destruction, and these two gangs race through their remains for pride and glory.

The levels was created with multiple paths, both horizontally and vertically. There was secret paths through the cities, and at least on this one level, there was a multi-tiered bridge with at least three levels to take. This particular bridge offers a ramp that launches the vehicle like a rocket into the sky when using the boost.

Using the AI for Sprint Car Racing, the opponent in Slipstream never follow the same lines, and they use the entire track. They make mistakes, crash, and inconvenience each other.

The game was due in 2004 on PS2 and PC, and Rat Bag was also planning for a release for the Xbox. It was planned as a one- to two-player game on PS2, but depending on the publisher, they would like to bring it online. For the PC it would be single player and eight-player online.

Despite excitement for the title, Powerslide: Slipstream was never released.

Powerpuff Girls: Shock of Ages

Publisher THQ
Genre Action

Powerpuff Girls: Shock of Ages is an action game which was based on the Cartoon Network series. It was published by THQ, which was cancelled before it was released.

Poncotsu Roman Daikatsugeki Bumpy Trot 2

Developer Irem Software Engineering
Genre Role-playing

Poncotsu Roman Daikatsugeki Bumpy Trot 2 (ポンコツ浪漫大活劇バンピートロット2) was an upcoming sequel to the game Steambot Chronicles (known in Japan as Bumpy Trot). It was officially announced on September 2006, at the Tokyo Game Show. The game was in development by Irem, but was cancelled along with several other games following the 2011 Tōhoku earthquake and tsunami.

Initially the game was designed for the PS2, with the first trailer showing the new protagonist and a female companion exploring a wintery forest in a Trotmobile before being confronted by larger Trotmobiles, followed by a montage of gameplay elements ranging from downhill combat, fire fighting, loading and unloading ships, and performing in a band.

An issue of Famitsu revealed details that the title moved production to the PS3 and that Irem would unveil a new trailer at the 2007 Tokyo Game Show. The new trailer showed off the game's graphics (while retaining the cel-shaded style of the original), and showcasing more of the action-oriented scenes than the first trailer.

Pterosaur – Dawn of Destruction

Developer Atomic Planet
Genre Action-platformer

Pterosaur: Dawn of Destruction is a cancelled platform / action game that was in development at Atomic Planet in 2002, for the GameCube, PS2 and Xbox. In the game the player would have used a Pterosaur to lead their fellow dinosaurs to safety, or see them condemned to extinction, while the world was coming to an end.

To do that, the player would have to learn to recognise the most vulnerable dinosaurs and how they behave, to be able to save them. While bigger dino-predators were searching for the weaker dinos to eat, they could have been lured away or defeated in an open battle. The scenario could have been explored to find hidden paths, with the help of friendly dinosaurs that cleared the way.

The Pterosaur project was never released for unknow reasons, but one can speculate that Atomic Planet was not able to find any publisher interested in the game. On the 25th of February 2009 Atomic Planet went into administration after a number of redundancies and the offices were closed.

"unseen64.net"

Primal 2

Developer SCEE Cambridge
Genre Action-adventure

Primal II was the proposed sequel to the action-adventure, Primal. A cutscene at the end of Primal's credits suggested that the story was left open for a potential sequel set in the Primal universe.

In 2005 Paul Donovan (senior programmer at SCEE Cambridge) posted in a Usenet Newsgroup that the developers had once started working on some ideas for a sequel to Primal. Donovan commented that they had completed some prototypes of some new gameplay features. The developers then received the license to make a videogame adaptation of the television show, 24, this in turn ceased the development of Primal II, and all focus was diverted to 24: The Game (2006).

In a 2012 PlayStation blogpost written by Chris Sorrell (the creative director of Primal), Mark Gibbons (the lead artist behind Primal) expanded upon the comments Paul Donovan made in 2005. Gibbons confirmed that once Primal had been finished, there was some preliminary work made upon a sequel. Gibbons also revealed some of what Primal II's story would have been about; that it would have featured Jen's lover Lewis as the central character, and would have told the story of Lewis' journey through Oblivion's version of Hell, back to Jen in Mortalis.

Gibbons' mention of a sequel captivated fans' interest within the blog's comment section. Chris Sorrell then decided to satisfy readers by providing a more in-depth look at what Primal II would have featured. Sorrell confirmed that one take included Lewis as a protagonist, however, another idea that was explored would have had Jen as protagonist, but with the story taking place in Mortalis, rather than Oblivion and would have seen Oblivion demons, such as Jared, making their way to our world.

"primal.fandom.com"

– Chris Sorrell on Primal 2

"If there were to be a Primal 2 it should feature Jen. ...Well I do agree with that one. Further to the comments by Mark, yes we did explore a Primal 2 with Lewis as a lead character. We also explored another take that had Jen as lead and centred on the notion that the demons of Oblivion had found a way through into our world. That one had some cool imagery that I recall – Jen in a flowing leather coat riding a spike-wheeled moto-X bike, Prince Jared driving to Jen's rescue in an ice-cream truck (garbled music blaring) and subway tunnels teeming with spider-like Wraith mutants."

Pursuit Force: Extreme Justice

Developer Bigbig Studios
Genre Vehicular combat

Pursuit Force: Extreme Justice is a vehicular combat/shooter, developed by Bigbig Studios for the PSP, released in 2007. It is the sequel to Pursuit Force. A PS2 version was announced, but never released.

Puyo Puyo Sun Ketteiban

Developer Compile
Publisher Sega
Genre Shooter

Puyo Puyo Sun (ぷよぷよSUN) is the third title in the Puyo Puyo series, initially released for Sega Titan Video arcade hardware in 1996.

The game was brought to the Sega Saturn and PlayStation (Puyo Puyo Sun Ketteiban (ぷよぷよSUN決定盤)) in 1997 with various extra features. It was also brought to the Nintendo 64 and Windows and a handheld version was released for the Game Boy. Again, neither of these versions left Japan.

In March 2014, Sega made the PlayStation version available to download from the Japanese PlayStation Network for the PS3, PSP and PlayStation Vita. A PS2 version was most likely in development, but was never released.

Quad Biker

Publisher Phoenix Games
Genre Racing

Quad Biker is a racing game, published by Phoenix Games, which was cancelled before it was released. It is one of several games cancelled for the PS2 by Phoenix Games.

The Retriever

Developer SCEA
Genre Beat 'em-up

The Retriever (also know as Jet Li's The Retriever) was a third person action game / beat 'em up that was in development in 2005 at SCEA, for PS2 and PSP.

As with Rise To Honor, the protagonist of this game would have been Jet Li. But the project was later cancelled for unknow reasons. This game was the second Jet Li game that was cancelled at SCEA, along with Jet Li's Rise To Honor 2. The critical failure of Rise to Honor may have had something to do with the cancellation

Project Alien

Developer Sammy Studios
Genre Shooter

In August 2004, High Moon Studios (at that time still known as Sammy Studios; owned by Sammy Japan) started to work on a title codenamed "Alien". After Sega was acquired by Sammy Japan, Sega took control over Sammy's North American studios. As a result, they tried to close Sammy Studios.

However, Sammy Studios got independent and reappeared under the name "High Moon Studios". But Project Alien was still cancelled in August 2005.

"unseen64.net"

The Settlers: Heritage of Kings

Publisher Ubisoft
Genre Real-time strategy

The Settlers: Heritage of Kings is the fifth game in The Settlers series, It was developed by Blue Byte and published by Ubisoft for Windows in 2004.

Originally intended as a cross-platform title that would also include PlayStation 2 and GameCube releases, Heritage of Kings was specifically designed as a new type of Settlers game, one intended to appeal to North American gamers.

Project Hermes

Developer Lucas Learning
Genre Platformer

In Project Hermes is the code name of a cancelled platform game that was in development at Lucas Learning in 2001. The game was going to be the "spiritual successor" to Star Wars: Super Bombad Racing, using super deformed characters from the Star Wars universe. It seems that the project was stopped early in development and only a small prototype was created before the cancellation.

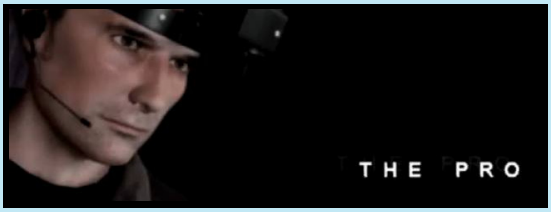
"unseen64.net"

Project Dagger

Developer Digital Illusions
Genre Action

Project Dagger was an internal prototype for a new cooperative action game developed at Digital Illusions (DICE) during 2004/2005. When EA bought the studio, they did not greenlight the title for full production. From the look of the few videos preserved (that are probably target renders), the game was going to be about robbing bank and other criminal affairs, using 4 characters with different abilities. It seems that they wanted to have an online coop mode too.

"unseen64.net"



Project Sandman

Developer Beyond Games
Genre Vehicular combat

Sandman was the name of a tech demo for a car-combat game that was in development at Beyond Games, but later cancelled. The project could have been related to Redline 2 Arena or Motor Mayhem.

"unseen64.net"

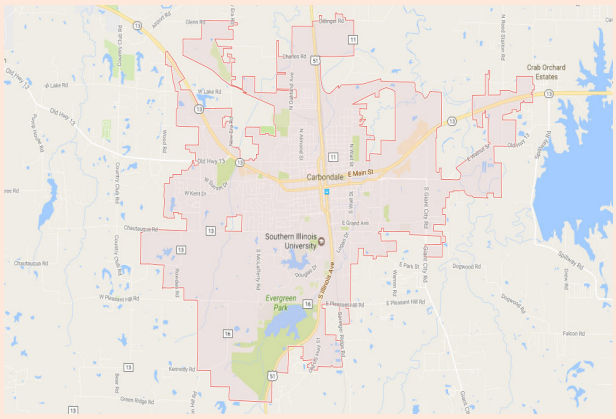
Project Carbondale

Developer Sega
Publisher Sega
Genre Survival horror

Project Carbondale is a cancelled survival horror game that was being development by Sega in 2003 for Xbox and PS2. While the game was never officially announced, the public found out about its development thanks to a few articles published online by various websites, including The Southern Illinoisan, in which they wrote about Sega employees exploring the city of Carbondale (Illinois) to take inspiration and capture reference for the project.

"CARBONDALE – Aliens have landed in Carbondale and they are killing anything that moves. Your natural instinct is to flee, but a severe midwinter blizzard has cut off all hopes of escape. Quick! Grab a gun, a sledgehammer, a scythe, any weapon you can get your hands on. Your only hope for survival is to stand your ground and fight – in the mall, the old Carbondale high school, city hall, even the sewer system if you have to. This is a fight to the death and it's going to be bloody.

The battle isn't real, though. It's one of the biggest video game releases of 2004 being developed by Sega. Thousands of people, maybe even millions, will be fighting to save Carbondale from alien beasties next year. "Initially Sega said 'We want to place this game in a small town,'" said Cord Smith, product manager for Sega of America. "Initially they said an East Coast town, but they just wanted something that wasn't the West Coast. (The Japanese game designers) are familiar with San Francisco and California culture, but to them, that's not America. America is what's between the two coasts.



Smith is now spending nine days leading a team of eight game designers from Tokyo around key Carbondale locations, including University Mall, the old high school central campus, the police station, city hall, water treatment plant, local homes and apartments, and yes, even the sewer system. "They're soaking all this in, with the biggest smiles on their faces," Smith said. "They keep saying this is kind of what they imagined, but they're blown away that everyone has a yard, everything's beautiful, everything's so lush and green.

The game's designer, Shinichi Ogasawara, says bringing the design team all the way from Tokyo to see the Midwest for themselves is the best way to create a realistic small-town environment. The team is shooting digital videotape and still photographs that will be used to provide the textures of the games' three-dimensional environment. Some team members photographed close-ups of anything that could be interactive, such as light switches and the weights used by Carbondale firefighters. Other team members photographed walls, ceilings, floors and artwork hanging on walls."

Shinichi Ogasawara had previously worked on different light gun arcade games, such as "Gunblade NY: Special Air Assault Force", "The Lost World: Jurassic Park" and "The Maze of the Kings", but it seems this would have been his first console project.

At the time, Cord Smith was resigning from Sega and about to join Ubisoft, but his sister was the acting City Attorney of Carbondale, and – through her many city contacts – he was able to grant unlimited access to many locations that could have been used

in the game: the abandoned high school, hospital, shopping mall, fire station, police station (and armory and shooting range), water treatment plant, and even the underground waterways & sewer system. The team met in Illinois and toured together for multiple days at the various sites.

As far as unseen64 were able to gather, Carbondale was being developed for PS2 and Xbox, but at that time, many devs were also looking into next-gen tech. unseen64 were told that the early prototype of Carbondale seemed to be on the PS2. But it appears that this early prototype simply wasn't of high enough quality to receive the green-light for its next milestone, but there is not enough info available to know exactly what happened to the game, and additional details about its gameplay mechanics are scarce.

It seems that the game was meant to be a traditional survival horror with moments of more *"bombastic action"*, potentially through the invasion of alien enemies. People who talked with Ogasawara at the time got the sense that they wanted it to be Sega's answer to the Resident Evil franchise, featuring a much more realistic Western setting (hence the research), but also Sega's leanings towards action and arcade-like fun factor.

unseen64 were able to exchange a few emails with Cord, who shared a few memories about this lost game and their Carbondale exploration:

"One of my favorite locations was an abandoned high school. The city had built a new one and left the old in an eerie state, with lots of books, equipment, and other items left behind. We visited it at night, so it was as if a apocalyptic event had occurred and everyone evacuated in a hurry. In other words: perfect video game reference.

The mirrors behind the theater stage still had cosmetics nearby, the cafeteria had trays out on the tables, and textbooks were strewn about the classrooms. We split up into two teams, each with cameras and flashlights, and in one area I found a CPR dummy, which amounted to a dressed male mannequin torso. Without hesitation, I took it and returned to the main stairway near the school's foyer. I could see the other team's flashlights scanning the walls along the distant hallway, and faked a scream before sliding the torso along the floor towards them. As the seemingly severed body moved into the beams of their flashlights, the school erupted with the other groups' terrified screams. And we laughed, and laughed. So much fun!"

"unseen64.net"

Project Snowblind 2

Developer Ratbag Games
Planned release 2004
Genre Racing

The first Project: Snowblind was a first-person shooter released for the Xbox and PS2 in 2005.

The sequel, Project Snowblind 2, was in development at Crystal Dynamics, but it was later cancelled for unknow reasons. The game was set in a city several years after a devastating invasion force had reduced it to a post-apocalyptic state. Only few concept arts remain of this project.

Putt Nutz

Developer Black Mountain
Planned release Q4 2005
Genre Sports

When Putt Nutz was announced in the summer of 2005 it was touted as the only mini-golf game available for consoles. Described as fast-paced and over the top, Putt Nutz was to bring 72 holes, eight mini-games, zany characters, collectables, and unlockable content to PS2 putters. At the time of the announcement, developer Black Mountain Games stated it was courting publishers for the title. But a year and a half later, nothing else was heard from the project.

In an early interview, Suzanne Brooks, President and CEO of Black Mountain Games states, "We are now focused on aligning with a publisher in order to have the game available for the holiday season. Putt Nutz reaches out to a large and diverse market which includes fans of miniature golf, gamers who love console-style sports titles and those who are looking for a great title to play on game night."

David Brooks, Black Mountain Games lead programmer adds, *"Our vision was to create a fast-paced, console-style Miniature Golf game that was simple enough for children to pick up and play, yet had depth and replay value that would appeal to teenagers and adults. We created levels which really come alive with moving obstacles, intricate pathways and puzzles to ensure that players can always discover something new as they play through a course."*

Black Mountain issued a press release in June 2005 announcing Putt Nutz was completed for the PS2. But the game never arrived. Then in August, Black Mountain reminded everyone that the game was done and fully playable on the PS2, but also announced that Putt Nutz had entered quality assurance testing. And yet, nothing was heard from have the game. Strangely, a web-exclusive game called Putt Nutz: The Jungle Adventure was released through Black Mountain's website, and another web-exclusive game, Putt Nutz: Underwater Shenanigans, was also released. It looks like Black Mountain couldn't find a publisher who was as excited about putt-putt golf as it was.

"ign.com"

RealPlay Bowling

Developer In2Games
Publisher In2Games
Genre Sports

RealPlay Bowling is a sports game, developed and published by In2Games, which was cancelled before it was released. The game would be part of the large RealPlay series of motion-controlled video games which was released on the PS2. RealPlay Bowling would use a wireless bowling ball for a controller.

RealPlay Bowling

Developer In2Games
Publisher In2Games
Genre Sports

RealPlay Bowling is another game in the In2Games RealPlay series, which was cancelled before it was released. RealPlay Tennis would use a wireless tennis racquet as a controller.

Rise to Honor 2

Developer SCEA
Publisher SCE
Genre Action-adventure

Jet Li: Rise to Honor is a beat 'em up released in 2004 for the PS2. In 2005 SCEA were working on a sequel, but the project was later cancelled, maybe because of low sales of the first one.

Rapala Pro Tournament Fishing

Genre Sports
Serial number SLUS-21371

Rapala Tournament Fishing is a fishing game released on the Xbox 360 and the Wii in 2006.

The game was planned for several different consoles which all got cancelled, including PS2, PSP, PS3, Xbox, and GameCube.

Rapala Fishing Frenzy 2009

Genre Sports

Rapala Fishing Frenzy 2009 is a fishing game and the sequel to Rapala Tournament Fishing. The game was released for the Xbox 360, PS3, and Wii in 2008. The PS2 version was cancelled.

Retro Strike

Genre Action

Retro Strike is an unknown action game, which was cancelled before it was released.

Road Rash: Next Generation

Publisher Electronic Arts
Genre Adventure

Road Rash: Next Generation is a racing game, published by Electronic Arts, which was cancelled before it was released. The game was to be part of the Road Rash series which includes motorcycle racing where players can use weapons against it's opponents. The game apparently had an E3 presentation in 2000.

Quiz Game

Publisher DigiCube
Genre Trivia

Quiz Game is a quiz game, published by DigiCube, which was cancelled before it was released.

Rally Hard

Developer Imagineer
Genre Racing

Rally Hard was Imagineer's second off-road racing effort for PS2, the first being Wild Wild Racing. The game would feature a 32-car race that had players racing around in African based tracks and environments.

The game was only shown on video and not much actual gameplay was shown when it first was announced. It was later cancelled.

Rebel Dive

Publisher Enix Corporation
Genre Role-Playing

Rebel Dive is a role-Playing game, published by Enix Corporation, which was cancelled before it was released.

Remote Control Dandy SF: Hoshi no Kodomotachi

Publisher Konami
Genre Adventure

Remote Control Dandy SF: Hoshi no Kodomotachi is an adventure game, published by Konami, which was cancelled before it was released.

Ratchet & Clank Future: Tools of Destruction

Developer Insomniac Games
Publisher SCE
Genre Action-adventure

Ratchet & Clank Future: Tools of Destruction is a 2007 platform action-adventure game developed by Insomniac Games and published by Sony Computer Entertainment for the PS3 in 2007. The planned PS2 release was never released.

Return Fire 3

Developer Jaleco
Genre Tactical-shooter

The original Return Fire (and sequel to Fire Power (1987)) is a vehicular shooter in which the player's goal is to capture the enemy flag and return with it to their base. The game was developed by Silent Software, Inc. for the 3DO in 1995 and later ported to Windows, PlayStation and Sega Saturn in 1996.

It seems that a third chapter was in development at Infogrames / Atari for the Playstation 2, but it was later cancelled for unknow reasons and only few concepts / 3D models remain from the project..

"unseen64.net"

Road to Sunday

Developer SCE San Diego Studio
Publisher SCE
Genre Sports

Road to Sunday was an American football game developed by SCE San Diego Studio and published by Sony Computer Entertainment for the PS2 and the PSP.

It was to be the successor to NFL GameDay which could no longer use NFL Teams or Players because EA Sports acquiring the exclusive rights to the NFL for the subsequent five years for Madden NFL.

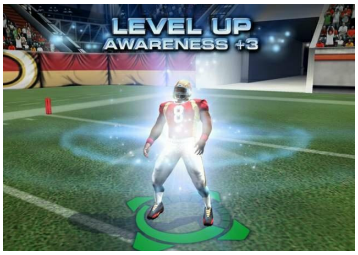
Road to Sunday revolves around Blake Doogan, who inherits a pro football team after his father is killed in a suspicious explosion while in Jamaica. Later, Blake learns that his father borrowed large sums of money from a Jamaican kingpin to purchase the professional football team the Los Angeles Show, and Doogan's father's debt is now his debt.

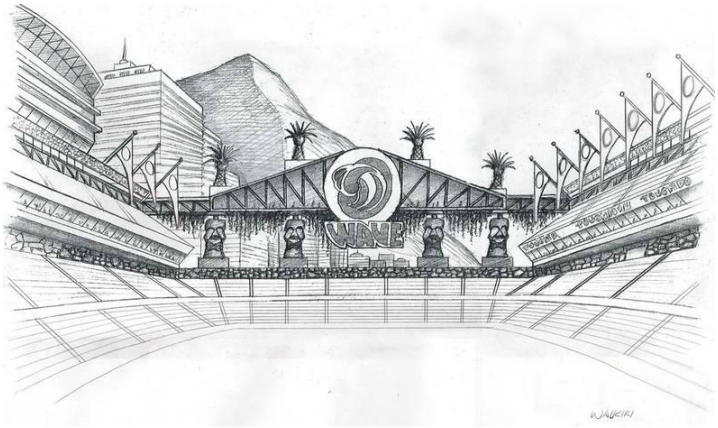
The gameplay would follow the Blake, his friend/sidekick Harry and seven football players as they put it all on the line in order to get enough money to pay off the kingpin and win the championship. The on-the-field football experience was best characterized as mission-based football, done through the introduction of a new gameplay experience, Position Specific Gameplay (PSG). Players not only compete on the gridiron, but also gain exposure to an underworld of questionable characters, gambling, and an underground fighting league ran by the corrupt Jamaican kingpin. These off-field exploitations would drive the storyline as well as increase players' abilities to perform in future missions and impact the outcome of future football games.

The game was officially cancelled in july 2005, when Ron Eagle, public relations manager for SCEA Sports at the time, explained to Gamespot that:

"The game has been officially canceled. It basically did not measure up to our first-party quality standards. In the course of development, it was not meeting our standards for where a product should be in its development cycle. It was purely an internal decision."

Blake Doogan





Rock Band: Japan

Publisher Harmonix, Q Ent.
Publisher Harmonix
Genre Trivia

Rock Band: Japan was a planned spin-off title in the Rock Band series. Harmonix had planned to release it for Japanese audiences in co-development with Q Entertainment. The title, initially announced in 2008, would have featured J-pop music, and would have been *"the first US-originated rock music game to be heavily localized for the Japanese market"*. Japanese artists had expressed interest in the venture, such as X Japan. Harmonix has since stated that this project has been discontinued, but considered the inclusion of popular Japanese music within Rock Band's regular downloadable content. Alex Rigopulos later clarified that they found it difficult to license Japanese music for such a release, and had considered both the cost of manufacturing and shipping instrument controllers to Japan, and the limited space that many Japanese players would have in their homes.

Samurai Shodown V

Publisher SNK Playmore
Genre Fighting
Serial number SLUS-20972

The standalone release of the North American game, Samurai Shodown V, was planned, but it was later cancelled. The game was made available later as part of the Samurai Shodown Anthology release.

Renegade Zero

Developer Cinematix Studios
Genre Third-person shooter

Renegade Zero is a cancelled action game / third person shooter that was in development in 2001 by Cinematix Studios for the PS2 and Windows.

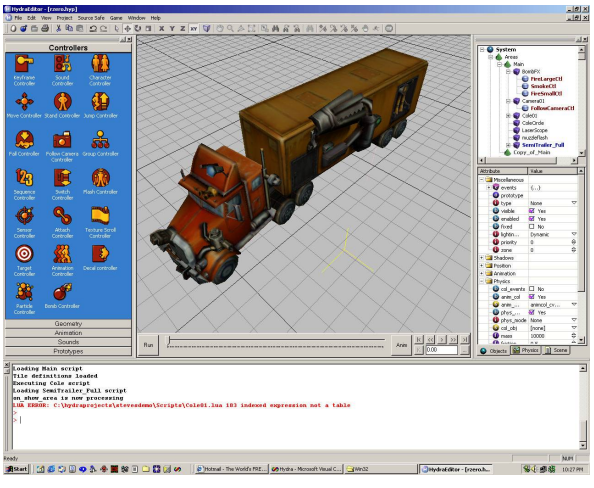
From the early press release:

"They hired the six most notorious bounty hunters in the galaxy to find "Renegade Zero", an outlaw so dangerous that only a few people in the galaxy know of his existence. But with this kind of a job, you've got to watch your employers, and your partners, or you'll be taking one in the back.

Renegade Zero is an action adventure shooter for the PC, Mac Playstation 2 featuring dynamic changing gameplay, fast action, a deep storyline, exploration, and adventure. Renegade Zero introduces a new level of realism and detail to it's visual design and artwork, and expressive 3D characters with unmatched realism."

Cinematix was working on 3 games in 2001 / 2002, but they had to close down after a while, maybe for the lack of a publisher interested in their projects. Renegade Zero, Hirelings and Tankers: Smoking Barrels were all cancelled and vanished with the closure of the studio.

"unseen64.net"



Rocket Power: Zero Gravity Zone

Developer Visionscape
Genre Sports

Rocket Power: Zero Gravity Zone is a cancelled "skateboard game" that was in development at Visionscape Interactive in 2002/2003 for the Xbox, PS2 and GameCube. It was the "spiritual successor" to Rocket Power: Beach Bandit, a game based on an american cartoon with the same name.

"unseen64.net"

Rollercoaster Tycoon: The Peeps

Publisher Atari
Genre Strategy
Serial number SLUS-21169

Rollercoaster Tycoon: The Peeps is a strategy game punlished by Atari and is part of the Rollercoaster Tycoon franchise.

Little information about this game exist, which make this game most likely unreleased.

Romance of the Three Kingdoms Online

Developer Koei
Publisher Koei
Genre Strategy

Romance of the Three Kingdoms Online is a strategy game, developed and published by Koei, which was cancelled before it was released.

Sakura Himenishiki Emaki

Developer Sega
Publisher Sega
Genre Action

Sakura Himenishiki Emaki (means something like "Picture Scroll of the Sakura Princess' Robes") is an action game, developed and published by Sega, which was cancelled before it was released. Sega describest the game as psycho-trip action.

The game was to be set during the 15th century Sengokujidai, the age of civil war in Japan following the decline of the Ashikaga shogunates.

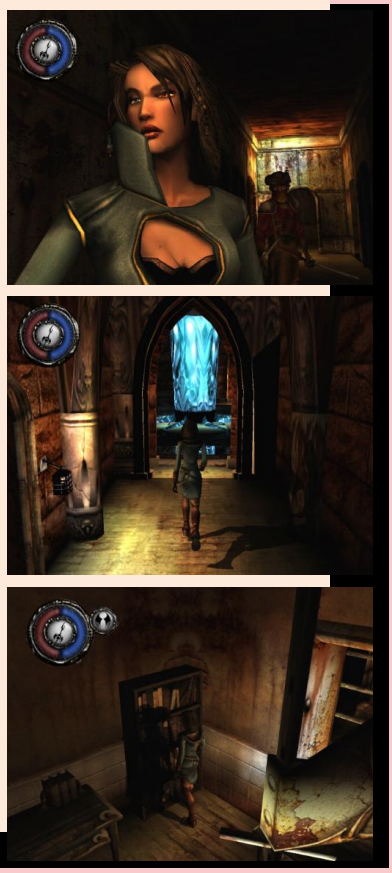
Sakura Taisen Monogatari: Teitoban

Developer Sega
Publisher Sega
Genre Adventure

Sakura Taisen Monogatari: Teitoban is an adventure game in the Sakura Wars franchise, published by Sega, which was cancelled before it was released.

Resonance

Developer Neocell Factory
Planned release Q4 2004
Genre Action



Resonance is a cancelled horror / action which was in development by first-time developer, Neocell Factory, and had a planned release for Xbox, PS2, and GameCube in late 2004.

A third-person survival-horror RPG, Resonance would feature real-time combat and used the Gamebryo engine.

Gamers would take on the role of Faye Wynter, a witch who happens to be a special agent to the king during the period of the Inquisition. Through the course of the game, Faye will earn 15 unique special powers, each with *"distinctive gameplay"*.

As a first time developer working on a new IP that caused only minor buzz, it was very unlikely that the company managed to get a publisher.

Shrek

Publisher TDK Mediactive
Genre Platformer

Shrek is a 2001 platform game developed by Digital Illusions CE (DICE) and published by TDK Mediactive for the Xbox, based on the 2001 animated DreamWorks film of the same name. The game was released as one of twenty-two North American launch titles for the Xbox. A reworked version of the game, called Shrek Extra Large, was released for the GameCube in 2002. A port for the PS2 was planned for 2003, but was cancelled due to TDK Mediactive being acquired by Take-Two Interactive later that year, as a result losing the rights for Shrek games.

Sandlot Basketball

Publisher Vivendi Games
Genre Sports

Sandlot Basketball is a sports game, published by VU Games, which was cancelled before it was released.

The game was a family friendly basketball game which would include a variety of players, courts, two different game play modes, and power ups. It would include 18 different characters to use to create a team of five. Each of these characters would have his or her own unique personality and playing style. There was to be two different gameplay modes: classic, in which players play a full four quarters, and street ball, where the game ends when one team hits 21. The losing team could also trade out players at half time. There was also six different courts to play on, including a farm, a suburban area, a run down lot, and the inner city.

Rubis

Developer Ubisoft Annecy
Genre Survival horror

Rubis was going to be a survival horror for the Xbox and PS2, that was in development at Ubisoft Annecy between 2001-2002. The project was cancelled without being officially announced.

"unseen64.net"

RockSteady

Publisher xRhino
Planned release Q3 2002
Genre Software
Serial number SLUS-20526

BlackRhino is a free Debian-based GNU/Linux software distribution for the PS2. It contains over 1,200 software packages to aid in using and creating programs for the PS2 Linux kit. The programs range in functionality from simple games, to text editors, compilers, web servers, windowing systems, database systems, graphics packages, mail servers and a variety of other tools and utilities.

On January, 2001, xRhino begins work on a v2.4.0 Linux kernel for the PS2. The kernel project is altered a month later, in order to align with Sony Computer Entertainment's already-existing commitment to a v2.2.1 Linux kernel. xRhino then begins work on a Debian-based GNU/Linux distribution for the PS2 known as BlackRhino.

In August, 2001, BlackRhino GNU/Linux is completed and pitched to Sony Computer Entertainment as a consumer product. Despite a favorable reception, the concept is not approved for release.

Using BlackRhino as a development platform, xRhino begins work on a new broadband-enabled PS2 product entitled RockSteady (an Internet radio and MP3 player). In May, 2002, a RockSteady product proposal is submitted to Sony for approval. In June, an alpha build of RockSteady is sent to Sony's Product Evaluation Group and returned with encouraging comments. RockSteady receives approval (with a product code of SLUS 20526), on the condition that certain visual improvements be made, and is slated for September 2002 quality assurance testing.

In August, Sony Computer Entertainment becomes concerned that, because RockSteady is built on BlackRhino GNU/Linux, it will not be compatible with future PlayStation hardware revisions. Therefore, RockSteady is not published and joins BlackRhino in limbo while xRhino pursues other projects.

In An Internet-only release of BlackRhino is made available to the general public in March, 2003.

"ps2linux.no-ip.info/blackrhino.xrhino.com"

Rubu Tribe

Developer	Outrage Games
Publisher	Interplay Entertainment
Planned release	Q4 2001
Genre	Action-adventure

Rubu Tribe is an action game, developed by Outrage Games and published by Interplay, which was cancelled before it was released.

In Rubu Tribe, the player would assume control over a tribe of aliens. The game would combine action, adventure, strategy, and puzzle elements. In addition to having control of the primary character, players would be able to relay orders to the rest of the party in leading them through dungeons and organic environments. The entire tribe lives in a large hut built on the back of a mammoth animal called an Uut. The Uut moves slowly, and it's the players job to make sure that its path is cleared so that they may continue their migration to another land and avoid extinction of your tribe.

The Uut must be cared for, which entails defending it from enemies and clearing the path for its lumbering steps. Puzzles are built entirely around the concept of protecting the tribe's house on legs, and the tribe leader can gain abilities as he collects power-ups, like a set of wings that will allow him to glide. Tribe members may be instructed to carry out several tasks, and managing each tribe member's workload is the key to keeping the group happy. Not only would players have to deal with external issues, but problems within the tribe also pop up from time to time, and they must be handled diplomatically. How players manage their tribe members is the key to completing the migration and surviving, and orders was given via a unique musical command system. Rubu Tribe would also include streaming speech for every character in the game.

The Uut is enormous and includes a structure on its back that is several stories high. The tribe is protected from attack while inside the structure, but in order to get on the Uut's back, they must use a green tongue-like catapult that drops down and slings them up to the top. There was frequently more than a dozen tribe members onscreen at once, but Rubu Tribe's game engine managed to keep up with the action without any problems. The game had several distinct ecosystems and food chains that required specific actions from the tribe members in order to manage.

In an early interview, Travis Williams, senior producer at Interplay Entertainment stated: *"We're passionate about creating a truly rich experience with Rubu Tribe. Rubu Tribe is a game that successfully combines great characters and story with compelling gameplay."*

Rubu Tribe was officially announced shortly before E3 2001, and Interplay had a playable version of the game at its private booth on the show floor. But it was later cancelled.

Sahara

Developer TKO Software
Genre Action-adventure

Sahara is a cancelled game that was in development at TKO Software, based on the movie from Paramount. In January of 2005 TKO Software shut down its PC and console games development studio and Sahara went down with it.

The movie is based on an action adventure book by Clive Cussler, and is set in North Africa and sees a special project director for the US National Underwater and Marine Agency (NUMA), Dirk Pitt, doing battle with an evil dictator whose nuclear waste disposal plant poses a threat to the planet's ecosystem.

In an interview, Jacob Hawley, president and CEO of TKO Software said:

"We are excited to be developing games for this extraordinary franchise and look forward to working with Paramount Pictures and Crusader Entertainment to deliver an epic title. We are delighted to have been chosen by Viacom Consumer Products and Crusader Entertainment to develop the PC and console games for Sahara."

TKO Software choosed to use NDL and its Gamebryo graphics engine and tools for use in the development of the PS2 version of Sahara.

"Partnering with NDL was an ideal solution for this project because of their proven track record and the extensive knowledge and experience of their technical support team. It was crucial that we deliver a multiplatform title at the same time as the movie launch. Licensing Gamebryo for the PlayStation2 will help us to deliver Sahara on schedule."

TKO planed to invest $7 million developing its Sahara-inspired 3D action adventure game, which was scheduled for release alongside the movie toward the end of 2004.

Todd Slater, vice president of marketing at Crusader Entertainment added in the interview:

"Dirk Pitt, played by Matthew McConaughey, will establish a new breed of modern, cool, action adventure hero for the big screen, and we set out with Viacom Consumer Products to find a developer who could do the same for the franchise in the gaming world. We are so thrilled that TKO has come on board because they have the experience and creativity necessary to establish this as one of the most cutting-edge, exciting franchises in the gaming world today."

Runners

Publisher Phoenix Games
Genre Sports

Runners is a sports game, published by Phoenix Games, which was cancelled before it was released.

Rune Chaser

Developer Namco
Publisher Namco
Genre Racing

Rune Chaser is a racing game, developed and published by Namco, which was cancelled before it was released.

The game was supposed to be a mission-based driving game for the PS2. The trial version of the game which was on display at the 2004 Tokyo Game Show features only three of the game's 50-plus missions which was supposed to be included. The vehicles at disposal included a saloon car known as the Sword, the 4x4 Blast, and a futuristic-looking sports car named the Inverse.

All three of missions were set in Prio City. The first mission required to transport a passenger to a specific location while evading attacks from black cars with the word "enemy" hovering above them in large letters, the second mission let the player attempting to ram an enemy vehicle off the road while being chased by the police, and the third mission was essentially just a race against an aggressive driver in a yellow sports car. None of the missions lasted for more than a few minutes.

Rush Club

Developer Wide Games
Genre Racing

Rush Club is a cancelled racing game that was in development in 2001 by UK based developer Wide Games (Kuju's Brighton) for the PS2, with planned ports for the GameCube and Xbox.

The game was developed with the company's Atlas Engine. The game would allows players to compete in an illegal race around various areas of real-life cities, and also gives them the opportunity to accomplish their goals by utilizing any vehicle in the area.

The game was set in a dark future and the player would take on the Italian and Russian Mafia, the Triads, the Yakuza, the US Firm, East End mobsters, and the Seoulpa Rings in cities like New York, Beijing and Sicily.

It was to be an arcade-style racing game with the oppurtunity for destruction and multiplayer gameplay for up to four players. The game would feature over 100 courses with multiple vehicles available per course, including boats, trucks, cars, bikes and more. It was also completely non-linear and any of the available courses could be used to beat the level.

The project may have been canned because Wide Games never found a publisher interested in it. The only screens and the video preserved from Rush Club look more like a tech demo than a real game.

Safari Joe

Developer Titus Software
Genre Action-adventure

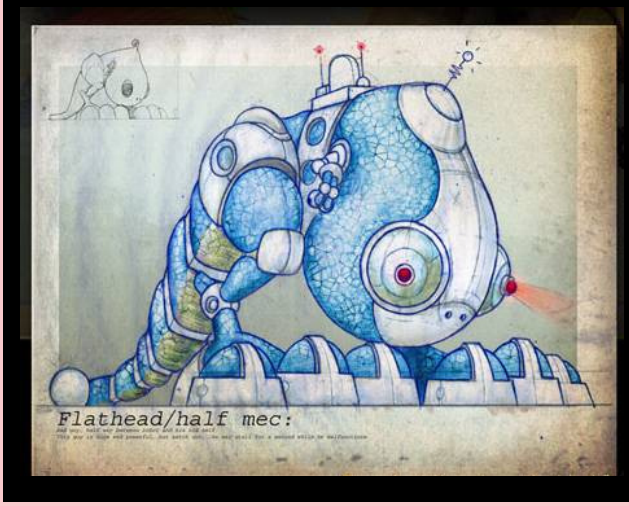
Safari Joe is a cancelled action-adventure game that was in development by Titus Software around 2003. Key figures in the development team were Rob Stevens (project leader), Jean-Luc Martinez (programming lead) and Eric Marradi (art lead).

The game was set in central Africa around the turn of the last century. The hero, 'Safari' Joe, is hired by an aging anthropologist, professor Livingwood, to take him into the jungle in search of a lost civilization his research has led him to believe is there. An expedition is formed comprising of Joe, the professor, the professor's assistant, Myra, Joe's partner, Mohammed, and a female journalist, Kate. Obviously they find the lost civilization and an evil witch doctor called Mobaj Mojumbo.

While Professor Livingwood is examining a mummy-like corpse laid out on an altar he accidentally resuscitates the malefic priest, who had been defeated during a combat with the priests of a lost civilization thousands of years ago. To stop the evil witch, Safari Joe need to find four temples and explore their interiors to find each piece of the weapon, in the form of talismans. In order to find the temples, however, Joe and his friends must explore the jungle to unearth the traces of the ancient civilization. During their travels they encounter various different tribes, some friendly, some not, some human, some not, which lead them into various little side adventures to supplement their quest.

The game was never released, probably because Titus was living serious financial strains at the time that would end up bringing the company to bankruptcy in 2005.

"unseen64.net"

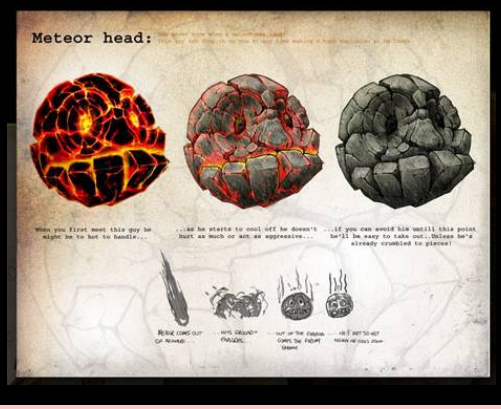


Rush

Developer SCEA
Genre Platformer

Rush is a mysterious concept for a new platform / action adventure game that was in development by SCEA in 2002 / 2003. There is not much more info about this project, but in the end it was cancelled for unknown reasons.

Wayne Laybourn was the senior artist on the project. The concept required lots of character and set designs with tightly integrated game play mechanics.



Shutokou Battle Online / Tokyo Xtreme Racer Online

Developer Genki
Publisher Genki
Genre Racing

Shutokou Battle Online is a racing game, published by Genki, which was cancelled before it was released. The Windows version of the game went online in Japan in early 2003, giving Japanese PC users the opportunity to race other people on the highways of Japan.

The game is similar to the PS2 titles, letting players jump behind the wheel of licensed cars and race it out on accurately modeled representations of the Tokyo highway system. The Windows release required a monthly, quarterly or yearly fee and featured both human and AI opponents. By beating other racers, players would gather money that could be used to buy new parts and upgrades for their rides.

"ign.com"
(also, visit: sb-online.net)

The Splizer

Publisher Aruze Corp
Genre Action

The Splizer is an action game, published by Aruze Corp, which was cancelled before it was released.

SiN

Publisher Activision
Genre First-person shooter

SiN and the expansion pack, Wages of Sin, was apparently planned for a PS2 release. The Windows release is a first-person shooter developed by Ritual Entertainment and published by Activision in 1998. It uses a modified version of the id Tech 2 engine.

Saffire

Developer Saffire
Publisher Saffire
Genre Action

Saffire is an action game, developed and published by Saffire, which was cancelled before it was released. The game was started it's development as a Nintendo 64 game, before switching over to PS2 and GameCube.

The initial theme of the game is similar to Tomb Raider, where the primary heroine is controlled from a third-person perspective as players explore ancient temples and other mysterious relics from antiquity. Even when players delve a bit deeper, the game still has a lot in common with Tomb Raider - players even have to navigate a series of puzzles and challenges using a combination of items from their inventory.

The game promised multiple characters (each with different supernatural capabilities) and a two-player cooperative mode. Originally developed for the Nintendo 64, Saffire later started development on the PS2.

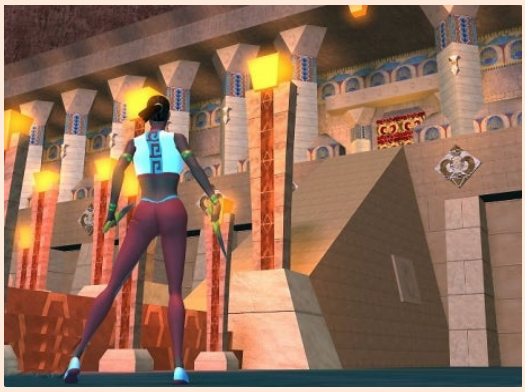
Saffire was to be a multimedia property - plans was being made for an accompanying television show and a series of books. David Wolverton was developing the game's back story and plot - which attempted to weave mythology and modern-day storytelling together with a bizarre twist. As the story goes, Zeus, the god of thunder, finds himself growing weary of defending man from the supernatural evils of the underworld. He decides to put an end to the gods' time on Earth by sealing his enemies in Hades and retreating to the heavens, swearing never to return. All is well and good until man unwittingly unearths and breaks Zeus' ancient seal, unleashing an evil legion upon Earth. While Zeus longs to join the fight against his eternal enemies, his vow prevents him from returning to Earth to do so.

Caught in a disaster of his own making, Zeus devises a method of circumventing his self-imposed law - he decides to bestow the powers of the gods upon a few worthy mortals and let them do the dirty work. The game's main character, Priscilla, is handpicked by Zeus to be the leader of these godlike mortals. She uses Zeus' powers of lightning to toss bolts of energy at enemies, and she can also summon deafening thunderclaps.

From the supporting cast, players could choose to play as Damien, the lustful and emotive musi cian who can make anything his mind can imagine materialize; Melanie, a beauty who has an instant familiarity with any technological creation; Lyssa, a lightning-quick speed demon who can perceive enemies' actions before they happen; or Odysseus, whose mastery of solar power can light the way in any darkened area and create blistering infernos.

Saffire lets two players (in the game's co-op mode) choose to play as any of the game's five characters in each level. The main difference between the characters is that some enemies and puzzles will be easier to overcome with one character as opposed to with another, but no single character will have an overall advantage over the others. Combat was handled with a bit more depth than most of the games released at the time. Each character had their own special move that could be pulled off a few times per level, and they all had special fighting combinations that could be performed with the correct pattern of button presses. Fighting wasn't the focus of most levels, though - puzzles and enemy encounters are usually broken down into a series of infrequent challenges that would often require the use of character-specific abilities. For instance, when Priscilla is low on health and stumbles upon a group of energy soldiers, she'll want to avoid combat by summoning a powerful thunderclap that'll deafen her foes, allowing her to pass unchallenged while they're writhing in agony. If players were playing as Odysseus, they could deal with those same enemies by using his powers of luminescence to blind them or incinerate them where they stand. The speedy Lyssa could allegedly run rings around most enemies, dodging their weapon fire by using her powers of prediction and perception.

Powering the game was the Saffire team's own SAGE engine. Screenshots indicated that the game has made the graphical jump from the original N64 design to the PS2 without becoming too simple or bland in the process. The levels was large, colorful texture work and detailed lighting effects. The game's characters was detailed and feature rounded polygons. The SAGE engine itself let the in-game camera often shift from a behind-the-back perspective to panning shots or static angles for cinematic effect, and it could utilize graphical effects like multiple shadows. The SAGE architecture was demonstrated at 2000's Game Developers Conference.



Saffire President Hal Rushton commented on their engine in an interview, saying:

"In the insane world of increasing development costs and unproven platforms, SAGE is a fresh breath of reason. For developers who work in the trenches and want to focus all of our attention on creating great games, this technology is truly amazing."

Saffire developed a comic book while the game was in development. Image Comics, the publisher of Spawn, was handling Saffire's paper conversion, which was being penned by Matt Broome. The fist comic was set for release in Apil, 2000.

IGN64 featured a interview with Steve Taylor, technical director of Saffire in April, 1999 .

When asked on what they preferred of CD's or cartridges:

"Definitely cartridges, but I say that as player and not as a producer, publisher, or anything like that. I'm simply a fanatic for avoiding load times. If I look at a black screen for two seconds it drives me insane. And most PlayStation games, for example, don't even show you a load screen, they me insane. And most PlayStation games, for example, don't even show you a load screen, they just show you a stupid black screen for two seconds. So I am very pro-cartridge and I know that most people aren't and that I'm really out there on this one, but that's the way I feel.

It seems like most people say, "Oh yeah, I like carts better, but CDs are cheaper." I don't even care about the 'but' side. I'm kind of a Nintendo 64 fanatic that way. Carts all the way.

I know that when we go to CD or DVD-based systems for the next-generation consoles I will definitely focus on cutting load-times down. The problem with CDs is that no matter how fast the transfer rate is the seek time is still going to be bad because it's physically moving hardware, and that sucks."

When asked on what Nintendo 64 need to compete with the "next generation" of consoles, and what Saffire would suggest if, supposing Nintendo were to consult them on what to do differently, they replied:

"This one is fairly political because I feel that, while the next generation of machines may be astounding in capability, they will not compete so much in technical areas. I think the next Nintendo system will definitely be better than the PlayStation [2], but not so much that people will say, "Wow, I get 130,000 polys in my character instead of 110." I think the most significant thing will be unique features. If Nintendo comes out with a different multiplayer feature, a totally different controller, or a unique writable media then people will say, "I have to have a Nintendo because it's an original experience." Not only does Nintendo have to do that, but it has to

attract developers to do that too. Otherwise will say, "Look, I can have a fighting game that runs at five million frames per second with a million polys on this platform or on that platform -- what's the difference?"

On what he think are some of the untapped resources, or underused features of Nintendo 64's hardware, he answers:

"Here everyone says, "The microcode!" Actually, just like anybody, I'd like to see the microcode. I'd like to be able to play deeper with the system. But as far as existing untapped resources go, I'd say we as developers spend a lot of time worrying about the RSP and RDP and it seems like we could use the CPU more to our advantage. Having played around with 'Project-X' a little bit, it was sort of jarred back into my head what the CPU could actually do.

My secondary answer would be odd devices that are out in Japan but not in the US, dang it! I'm kind of a peripheral fan. I like the bio-feedback thing and the GB Pak; The 64DD obviously. It's either out or is going to be out in Japan and that bugs me."

IGN64 also featured a later interview with Saffire South's Duane McNamee and SAGE technical director Jim Boyd about the framework in January, 2000.

"It's a cross-platform game framework. It allows Saffire to target just about any platform that it wants using the same API [Application Programming Interface], and it provides a quicker means of getting to the end product, which is a reliable, bug-free game.

In a question on if they would develop software with one initial game system in mind, they answered:

"Yes, we do. About 85% of everything we do is completely cross-platform and about 15% of the work goes into making it a platform-specific game. So, if you take Young Olympians, or Xena, which we have contracts to do for the next-generation platforms, SAGE will be used to do the first iterations and then we'll be able to take a quick turnaround for the next platform."

On the question on if SAGE, a multi-platform framework, is as powerful as something designed specially to capitalize on one console platform, they answered:

"Don't look at it as an engine, but as a framework to build off of. Take all of the pieces that make up a game and you'll find that 85% of it has nothing to do with the hardware. So, if you abstract out that 85% and make sure it will run anywhere, what you have left is 15% of this framework that you need to do hardware specific. When we aim at a specific hardware, we take full advantage of its capabilities.

Let's say, for instance, that I'm going to target PlayStaton 2's hardware so that I can actually rasterize to it. That's going to be totally different than rasterizing to a Dolphin. The hardware is going to be significantly different. Most of the 15% difference is where we actually have to touch the hardware -- where we have to read information from different controllers, read information from different DVD drives with different OSs underneath them. And then ultimately put the output on the screen to different platforms.

One of the things that we're doing is looking at the capabilities of these next-generation systems, Dolphin and PlayStation 2 in particular, and we're saying, "What are the things we're going to be able to accomplish? Let's shoot for the stars." SAGE wants to be able to take advantage of all the capabilities of the new platforms. Then if we look at a lesser platform we try to take the same effects and dummy them down until they work. So, we're not limiting the upper platforms -- those are the consoles we're targeting. On PS2 we've got IK [inverse kinematics], but when we dummy that all the way down to, for example, N64, there's no room for IK there.

The other thing is that SAGE is purely object-oriented technology. The framework is built using C++, but it's built by people who have expertise in object-oriented design. So, from a gamer's standpoint, let's say SAGE is finished and handed to a team that's developing a game, these people are going to want to do unique things so that their game is original and doesn't look like the last title that was released. Well, because SAGE is object-oriented, these guys can override and plug into any of the major portions of SAGE, change and tweak it, and add their own special slant to anything they want, making their game as original as can be and still taking advantage of all the code that's been written. So they're only plugging in where they need to instead of writing the whole game architecture over again. They can write a whole new physics engine, they can write a whole new renderer or a different way to interact with the players -- it all plugs right in and acts like a first-class citizen."

On the question on when developing games for the next-generation consoles, do they find themselves relieved by all of the possibilities or do they find that there are still strict limits to what they can do:

"It's a big relief because they can do so much more. But by the nature of the industry, as soon as the hardware is capable of doing something, you'll always want to do something more. I'm sure we'll come to limits, just like we have on the older platforms.

From our background, we're used to having all of the time in the world to make the most beautiful pictures possible. So, we're having to look at it from the other side of the mirror. Now we've got no time to make as good a picture as we possibly can. So, we're always going to want to try and make the effects and visuals better and better because a lot of us for many years were on the side of doing effects where we could take an hour to render a frame if we wanted to.

The nice thing now, though, is that we do have hardware that's reaching our level of expertise so we don't have to dummy ourselves down as we would have to on Nintendo 64, for instance. We can actually start taking advantage of the fact that we know how to do special effects and we can start using some of the tricks that we know how to do -- and we can do them in real-time."

Shaun Palmer's Pro Snowboarder 2

Developer	Treyarch / Monkeytropolis
Publisher	Activision
Genre	Sports

This snowboarding game sequel was in development for PS2, Xbox, GameCube and the Game Boy Advance It would feature a number of top snowboarders including Olympic men's half-pipe gold medallist Ross Powers and bronze medallist Jarret Thomas.The first Shaun Palmer Pro Snowboarder didn't fare well in the marketplace, and Activision decided to improve upon it with a new game, new team, etc.

The game was officially cancelled in Activision's fall 2002 fiscal statement.

Activision's fall fiscal 2002 announcement reads: *"The game was cancelled. Activision also announced that the company is modifying its full fiscal year 2004 and third and fourth quarter outlook. The company is raising its outlook for net revenue for the full fiscal year by $30 million to $780 million, while at the same time it is moving DOOM 3 into its next fiscal year for planning purposes. However, the company is taking a one-time, pre-tax charge of approximately $23 million in the third quarter related to product cancellations including the previously announced titles Trinity, Shaun Palmer's Pro Snowboarder 2 and the sequel to Street Hoops. The after-tax effect of this charge amounts to approximately $0.16 per diluted share."*

Skies of Arcadia

Publisher Sega
Genre Role-playing

Skies of Arcadia is a role-playing game developed by Overworks for the Dreamcast and published by Sega in 2000. Players control Vyse, a young air pirate, and his friends as they attempt to stop the Valuan Empire from reviving ancient weapons with the potential to destroy the world. Skies of Arcadia was one of the best-reviewed Dreamcast games, but underperformed commercially.

In October 2001, shortly after Sega's announcement that it would abandon the Dreamcast in favor of making software for other consoles, Skies of Arcadia was announced as a title to be ported to the GameCube and PS2. U.S. based developer Point of View Software was brought on to help with the conversion, though the original staff from Overworks continued to work on the game. Development was announced to begin in January 2002, with Sega initially aiming for a mid-2002 release. However, by April, Sega announced that the PS2 version would be delayed out of the 2003 fiscal year, and by May, rumors from multiple sources reported to GameSpot stated that the game had been cancelled, though this was refuted by Sega. Sega later reversed their stance on the release by August 2002 though, announcing that the PS2 version was officially cancelled, in favor of focusing on the game's GameCube release, which was, as of October 2002, 80% complete. The game was released on the GameCube in 2002. A separate port for Microsft Windows was also announced in early 2004, though the release never materialized.

Skies of Arcadia 2

Publisher Sega
Genre Role-playing

The sequel to Skies of Arcadia was considered by Sega in the early 2000s, but did not begin full production. The development team had shown interest in creating a sequel, or a portable iteration for the Game Boy Advance during the development of Legends for the GameCube, but neither materialized. In September 2002, after the completion of Legends, Skies of Arcadia producer Rieko Kodama stated that the team was still interested in creating a sequel, but that work had still not started on it, though had it started, she felt that the GameCube would have been the most likely platform for its release. In February 2003, Overworks president Noriyoshi Ohba announced that a Skies of Arcadia sequel had entered the planning stages. However, in a December 2004 interview, Kodama stated that while there had been plans for a sequel, the project was put on hold indefinitely while many members of the team were pulled into working on Sakura Wars: So Long, My Love.

In 2003 Overworks was absorbed into Sega WOW and only a year later the team was split again because of another Sega company restructure: people that worked on Skies of Arcadia were scattered around on different games.

Skylanders: Spyro's Adventure

Publisher Activision
Genre Action-adventure

Skylanders: Spyro's Adventure is the first game in the Skylanders series, developed by Toys for Bob and published by Activision. It is an action 3D platformer that is played along with toy figures that interact with it through a "Portal of Power", that reads their tag through NFC. It was released in 2011 for Windows, OS X, Nintendo 3DS, PS3, Wii, and Xbox 360. The planned PS2 version never materialised.

Seirai Hata RayBlade 2

Publisher WinkySoft
Genre Turn-based strategy

Seirai Hata RayBlade 2 is a strategy game, published by WinkySoft, which was cancelled before it was released.

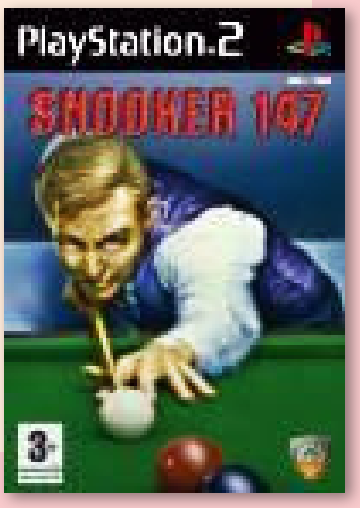
The prequel was released for Dreamcast and PlayStation on 23 March, 2000.

Snooker 147

Publisher Phoenix Games
Genre Sports

This title was a Phoenix Games published pool game which most likely never saw a release.

The term, Snooker 147, is the highest possible break in snooker.



Sonic & Sega All-Stars Racing

Publisher Sega
Genre Racing

Sonic & Sega All-Stars Racing is a kart racing game, part of the Sega Superstars series, produced for Wii, Xbox 360, PS3, Nintendo DS, and Windows, featuring characters from Sega franchises. A mobile version, iOS and OS X was later released. The planned PS2 version was never released.

Spawn: In the Demon's Hand

Publisher Capcom
Genre Action

Spawn: In the Demon's Hand is a video game developed and published by Capcom for the Dreamcast and arcade. It is based on the comic book character Spawn created by Todd McFarlane and produced by Image Comics. A port was planned for the PS2 as a launch title but it was later canceled.

Super Duper Sumos

Publisher Midway

Super Duper Sumos is an American animated Nickelodeon series created by Kevin O'Donnell and Vincent Nguyen. A video game based on the series for the Game Boy Advance was developed by Midway Games and released on October 26, 2003. A PS2 game was planned but never surfaced.

Savage Safari Hunt

Developer Coresoft
Publisher Crave
Genre Sports

Savage Safari Hunt is a sports game, developed by Coresoft and published by Crave, which was cancelled before it was released.

This hunting game would let players hunt in unexplored regions of Africa, where large dinosaur-like creatures are found.

School Days

Developer Interchannel
Publisher Interchannel
Genre Adventure

School Days is an adventure game, developed and published by Interchannel, which was cancelled before it was released.

Six Flags Fun Park

Developer Coresoft
Publisher Crave
Genre Mini-games

Six Flags Fun Park is based around the Six Flags theme park with different themed areas and mini-games. After creating a custom character, players can test their skills, win prizes, and play against other players with 40 mini-games.

The game saw a Nintendo DS and Wii release, but it was never released on the PS2.

Scooty Racers

Developer Trecision
Publisher Trecision
Genre Racing

Scooty Racers is a cancelled racing game that was in development for the Xbox and PS2. Italy based publisher and developer Trecision announced in 2001 that it was working on this arcade racer for next generation consoles.

In the game, players would race agile scooters through large free-roaming environments depicted using cel-shaded graphics. For the project Ivan Del Duca from Milestone (known software house specialized in racing games) and Rick Gush from Westwood were hired by the italian company. In the later stages the game was adapted to the Popeye license and renamed Popeye: Hush Rush for the Spinach however all the efforts were wasted when Cryo, the french publisher, closed doors in 2002.

Trecision got back the full rights over the game, however, the closure of Cryo hit Trecision heavily, as the shareholders decided not to sustain the company anymore. Trecision filed for voluntary liquidation in July 2003.

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Score Note

Publisher Artdink
Genre Software

Score Note is a game, published by Artdink, which was cancelled before it was released.

Score-Note was instead released on BASIC Dev Studio. The software let users make music.

Shadow Command

Publisher Phoenix Games
Genre Action

Shadow Command is an action game, published by Phoenix Games, and was several of cancelled releases by the company.

Sengoku Mahjong: Tsuwamono

Publisher Culture Brain
Genre Board

Sengoku Mahjong: Tsuwamono is a board game, published by Culture Brain, which was cancelled before it was released.

Shin Chuuka Daisen

Developer Starfish
Publisher Starfish
Genre Action

Shin Chuuka Daisen is an action game, developed and published by Starfish, which was cancelled before it was released.

Sekai Saikyou Ginsei Igo 7

Developer SilverStar
Publisher SilverStar
Genre Board

Sekai Saikyou Ginsei Igo 7 is a board game, developed and published by SilverStar, which was cancelled before it was released.

Shaolin Streets

Developer Jailed Games
Genre Beat 'em-up

Shaolin Streets is a cancelled beat 'em up that was in development in 2005 by Jailed Games for the PS2 and PSP, before it was canned and reworked for the Xbox 360 and PS3. A playable beta version of Shaolin Streets was leaked online at some point. Later, the Xbox 360 / PS3 versions of Shaolin Streets were cancelled and it seems that Jailed Games had to close down for economic issues.

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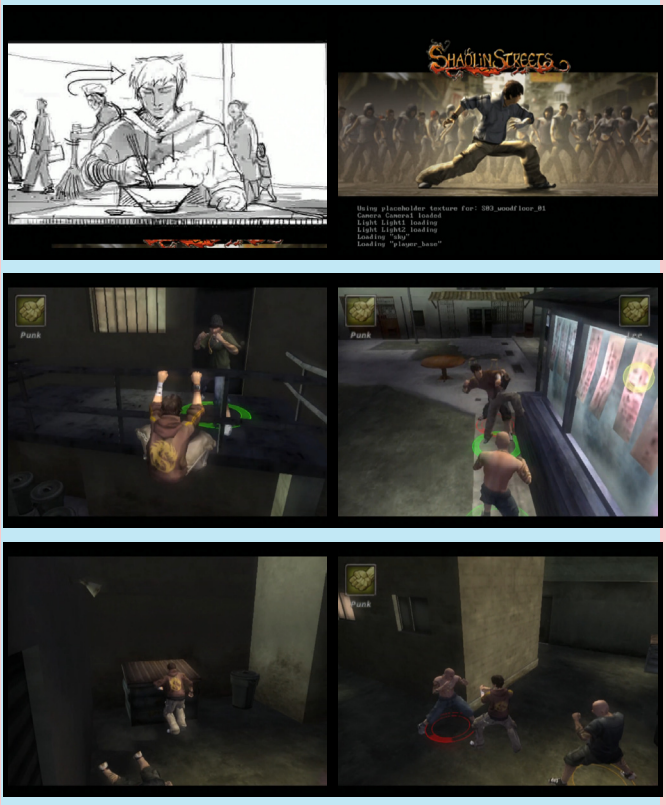


GHOST IN THE MACHINE

by: Jon Jordan@PlayStation 2 Official Magazine (AU) 2003 May #14

One of the world's most successful developers of PC games, Blizzard Entertainment, reckons it's about to crack the console market. OPS2 flew to LA to check of the its first PS2 title, StarCraft: Ghost

Renowned for its multi-million-selling PC games the company hasn't released a console game since 1994 (*Blackthorne*, SNES). Its latest project however, *StarCraft: Ghost*, is about to change all that.

"It's definitely a big deal for Blizzard to go back to consoles. We want to make a huge impression," explains *Ghost*'s Producer John Lagrave. "We want players to go, 'Wow, *Ghost*, what a great game. Who made it? Blizzard? Never heard of them. They're new to consoles? Great, I'll look out for more Blizzard titles.' That's out goal."

It's an admirable sentiment of course. The huge global installed base of PlayStation 2 makes it a vital business opportunity for developers, even for those as successful as Blizzard have been with PC games. But the jump to console remains a big risk. Almost everything about PC games is different to console games. Why does Blizzard think it can pull it off?

One ace Blizzard has to play is female lead character Nova, the 'ghost' of the title. She's a supercharged, genetically-advanced Terran combat operative; as Lagrave puts it, "an elite unit among elite units." Although Nova's not new to the world of *StarCraft* this is the first time she - or any single character - has taken up a lead role as the face of the franchise. A canny move that accompanies the change from a zoomed out, *Diablo*-style isometric game view to a 3D, third-person perspective. The main character also gives the game a more personalised point of view for the fickle and historically RTS-shy console masses.

CHAMPION SUPER NOVA

Nova's no shrinking violet either. As well as athletic hand-to-hand combat moves, she can slip into Stealth mode, becoming transparent in the process, while her infrared sight allows her to see through walls and hyperspeed senses enables her to move three times as fast as enemies. In addition, she carries an upgradable assault/sniper, 12 different types of grenades and nukes to take out the opposition, plus a communication equipment to call in air strikes. What a star! She also has a ponytail, and although no-one at Blizzard mentions Lara, you get the idea that Blizzard's character designers wouldn't necessarily resent the comparison.

For the cynically-minded journalist at least, the comparison don't end there. As Lagrave demonstrates various *Ghost* levels to *OPS2*, a list of familiar game features starts to emerge. How many did you spot in the previous paragraph, for example? For hand-to-hand combat, check *Oni*; for stealth, check *Metal Gear Solid*; for infra-red-see-through-wall vision, tick *Red Faction*; while call-down strike were last seen in *Conflict: Desert Storm*.

Other borrowed elements include a game dynamic which, on occasions, could see Nova fighting her individual battles in the midst of a larger conflict, much like the *Dynasty Warrior* games, and the ability to use a variety of in-game vehicles - best demonstrated by *Halo*.

So how does Blizzard defend its creation against these charges of stealing the best bits from the competition? "Every game we've ever made has been influenced by other media, wheter it's films, games or TV," argues Bill Roper, Blizzard's Vice Presi-

dent and the company's de facto global spokesman. "Certainly there have been things in other games we've played and we've thought they were fun, so we've used them. But we're not trying to crib directly from other games. Equally, we'll pull out pieces of the game if we don't think they're fun. We've done that with every game we've ever released."

Largave is also keen to talk to us about Blizzard's fundamental philosophy when it comes it completing games. "I understand the point that *Ghost* could end up a morass of nothing, but the bottom line is, this game won't be released if it's not fun," he stresses. "If we're not happy with any part of this game, it's gone. That's a fact."

And it certainly is. Blizzard is notorious for not releasing games until it's completely happy with them, even if it means adding 18 months and million of dollars to the development cycle, which is what happens to its last PC title, *WarCraft III*. The result was, of course, that when the game was finally released, it went on to sell over three millions copies, becoming one of the fastest-selling PC game in history.

STAR PERFORMER

"Everyone at Blizzard, from the PR people to the executives and all the developers, is a hardcore gamer," Lagrave is quick to point out. "Gamers are what we're about. Our reputation is too important for us to ship games we don't think are great. Then we ship them."

While Blizzard's credentials as a game developer are second to none, the one thing it lacks is experience in making a game for PS2. With this in mind, *Ghost*'s coding duties have been handed over to another Californian developer, Nihilistic. Interestingly, this company has never made a PS2 game either, but has plenty of experience creating fast-moving 3D games, including LucasArts' shoother *Jedi Knight: Dark Forces 2* and Activision's third-person RPG *Vampire: The Masquerade* - both on PC.

"Nihilistic is handling the technology side," explains Roper. "It's got a flexible and powerful engine and the game looks fantastic. We are dividing the concept and design work between us and it's working out great - Nihilistic's Lead Programmer, Rob [Huebner] actually worked on the original *StarCraft* game. Things are looking so good, in fact, that Blizzard, which is normally very cagey about issuing formal release dates, reckons *StarCraft: Ghost* will have a simultaneous worldwide release, including nine language versions, by the end of this year.

CRAFT FARE

Aside from the talk of technology and global strategy, the key question is: what will make *StarCraft: Ghost* stand out from the competition? Sure, it has plenty of extremely cool elements, but what will be the foundation to the game? Drawing on the game's PC roots, Roper reckons the richness and detail of the *StarCraft* universe will pull in the console crowd.

"There are millions of gamers who already love the characters and stories of *StarCraft,* and I think they will enjoy exploring it from a third-perspective," he says. "Obviously, we will be careful not to assume any knowledge that newcomers to *StarCraft* won't have, and the game will have lots of cinematic explaining what's going on - I think they will be drawn in."

The advantages of basing the game around Nova, a ghost unit, now becomes apparent. "The ghost units are bit like the CIA," says Lagrave. "They are sort of on the Terran side but when it comes down to it, they are only really on their own side." This is perfect for the game, since it provides the opportunity for Nova to pick fights with all three of the *StarCraft* races.

In addition, ghost unit are important as they offer a wide range of combat abilities. "When we were thinking about a central unit for this game, it became clear that the ghost was the obvious focus," Roper explains. "They are uniquely qualified to do everything ranging from hand-to-hand combat to stealth missions, thought to playing a major role in epic battles. This means we are able to engender a level of intimacy with the character when they take out specific targets, while retaining the gigantic *StarCraft* feel so we can have areas with hundreds of Zergs, Terrans or Protoss attacking."

And perhaps this will be the most crucial element of *StarCraft: Ghost* for Blizzard to get right. There are plenty of games in which a single character fights their way through seemingly insurmountable odds while using a selection of cool weapons and attributes. In contrast, there have been a few, if any, games that have successfully incorporated a single character, complete with cool weapons and attributes. fighting coherently within a complete warzone. If Blizzard manages to pull this off in *StarCraft: Ghost,* then it will have undoubtedly become one of the top developers in the world.

StarCraft: Ghost

Developer Blizzard Entertainment, Nihilistic Software, Swingin' Ape Studios
Genre Stealth, action

StarCraft: Ghost is an unreleased military science fiction stealth-action video game previously under development by Blizzard Entertainment. Part of Blizzard's StarCraft series, the game was announced on September 20, 2002, and was to be developed by Nihilistic Software for the GameCube, Xbox, and PlayStation 2. Several delays in development caused Blizzard to move back the release date and the game has not yet materialized. Nihilistic Software ceded development to Swingin' Ape Studios in 2004 before Blizzard bought the company, and plans for the GameCube version were cancelled in 2005.

Ghost takes place in the fictional universe of the StarCraft series. The series is set in a distant part of the galaxy called the Koprulu Sector and begins in the year 2499. Terran exiles from Earth are governed by a totalitarian empire, the Terran Dominion, that is opposed by several smaller rebel groups. Two alien races discover humanity: the insectoid Zerg, who begin to invade planets controlled by the Terrans; and the Protoss, an enigmatic race with strong psionic power that attempt to eradicate the Zerg. Ghost takes place four years after the conclusion of StarCraft: Brood War, in which the Zerg become the dominant power in the sector and leave both the Protoss and the Dominion in ruins. The game follows the story of Nova, a young ghost agent—a human espionage operative with psychic abilities—in the employ of the Dominion.

Although the game has been indefinitely postponed, the backstory for Nova was released in the novel StarCraft Ghost: Nova by Keith R. A. DeCandido. It was meant to accompany the game's release, but was published in 2006 after development halted. In the novel, Nova is a fifteen-year-old girl and daughter to one of the ruling families of the Confederacy of Man, an oppressive government featured in StarCraft. The Confederacy is overthrown by rebels, who go on to form the Dominion. Nova has significant psionic potential, but has been kept out of the Confederate ghost operative training program because of her father's influence. After her family is murdered by rebels, Nova loses control of her mental abilities and accidentally kills 300 people around her home. She flees from her home before she is caught, and is later forced to work for an organized crime boss as an enforcer and executioner. She is rescued by a Confederate agent who is investigating her disappearance during a rebel attack on the Confederate capital that leads to the Confederacy's destruction. Nova is consequently acquired by the newly formed Terran Dominion, who erase her memory and train her as a ghost agent.

Few details have been revealed about Ghost's plot beyond Nova's backstory. Under emperor Arcturus Mengsk, the Terran Dominion has rebuilt much of its former strength and controls a new military formed to counter the Zerg. To further bolster the effectiveness of his military, Mengsk initiates a secret research operation codenamed Project: Shadow Blade and places it under the command of his right-hand man, General Horace Warfield. In the program, an experimental and potentially lethal gas called terrazine is used to enhance the genetic structure of the Dominion's psychic ghost agents. The process is described as changing the agents into *"shadowy superhuman beings bent on executing the will of their true master"*. It is into the midst of this that Nova finishes her training and is dispatched in operations against the Koprulu Liberation Front, a rebel group that challenges Mengsk's empire. However, Nova's mission leads her to uncover a conspiracy that involves Shadow Blade. This revelation causes her to question her loyalty to the Dominion and could upset the balance of power within the galaxy.

During StarCraft: Ghost's gameplay, the player's character Nova must use stealth and darkness to reach objec-

tives and remain undetected. Nova has a cloaking device that allows for temporary concealment, but certain hostile non-player characters can overcome this with special devices and abilities. Nova is also equipped with thermal imaging goggles and a special EMP device for disabling electronic devices and vehicles. In addition to the focus on stealth elements, StarCraft: Ghost includes a complex combat system. Blizzard planned to include a small arsenal of weaponry with assault and sniper rifles, grenades, shotguns, and flamethrowers. Nova can engage in hand-to-hand combat and uses these skills to eliminate enemy threats quietly. If alerted, enemy characters will hunt for the player, set up traps, and fire blindly to nullify Nova's cloaking device.

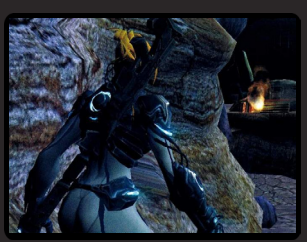
Nova is highly agile, acrobatic, and able to perform maneuvers such as mantling and climbing ledges, hanging from pipes, and sliding down ziplines. The player has access to Nova's psionic powers honed through training as a ghost agent, such as the ability to improve her speed and reflexes drastically. StarCraft: Ghost includes many of the vehicle units featured in StarCraft and StarCraft: Brood War. Some vehicles, such as space battlecruisers and starfighters, only play support roles, while others, such as hoverbikes, scout cars, and futuristic siege tanks, can be piloted by the player.

The multiplayer mode in StarCraft: Ghost differs from the stealth-based mechanics of the single-player portion. It aims to give players a personal view of the battles from the real-time strategy games of the series. Accordingly, Ghost's multiplayer is structured around class-based team gameplay and fighting in a variety of game modes. Ghost incorporates traditional game modes from multiplayer video games such as deathmatch, capture the flag, and king of the hill, but also introduces two game modes specifically designed for the StarCraft universe. The first is "Mobile Conflict", which requires two teams to fight for control of a single Terran military factory with the ability of atmospheric flight. Using vehicles and team tactics, both teams must first board the structure and then capture its control room to fly it to the team's starting point. The structure must then land and be defended from capture by the opposing team for a set amount of time.

The second unique game mode is "Invasion", in which two teams fight for control of mineral resource nodes. Whenever teams capture a node they gain points that can be used to purchase classes and vehicles. In all of the team-based game modes, teams have access to four Terran unit classes: light infantry, marine, firebat, and ghost. The light infantry class has minimal armor but a larger range of weapons, while the marine is a heavily armored soldier with an assault rifle and grenades. The firebat is a heavy marine armed with a flamethrower and napalm rockets. Finally, the ghost is a variation of Nova's character in the single-player mode, equipped with a cloaking device, thermal vision, EMP device, and sniper rifle, but lacks the speed ability. Due to the size of the armor worn by marines and firebats, only ghosts and light infantry can pilot vehicles.

A screenshot of the game in 2005 just prior to its postponement. Nova is shown engaging a group of Terran guards in a firefight.

Nova, the game's protagonist, appears in a cinematic from Ghost. The cinematics were designed to be of higher quality than those in previous StarCraft titles.



On September 20, 2002, Blizzard Entertainment announced the development of StarCraft: Ghost in conjunction with fellow video game company Nihilistic Software. Nihilistic aimed to release the game for the Xbox, PlayStation 2 and GameCube in late 2003, which elicited positive reactions from the press. The game was consistently delayed, and during the third quarter of 2004, Nihilistic discontinued their work on the project. Blizzard stated that Nihilistic had completed the tasks it had been contracted for, and the game would be delivered on time.

In July 2004, Blizzard Entertainment began collaboration with Swingin' Ape Studios to work on the game, and bought the company in May 2005. Despite anticipation for the game by industry journalists, Ghost was delayed again and its release date was pushed back to September 2005. At Electronic Entertainment Expo 2005, Ghost was officially reannounced, but the GameCube version was canceled by Swingin' Ape Studios due to the platform's lack of online support. The game's release was again delayed until 2006. Despite the efforts of Swingin' Ape, Ghost failed to materialize as scheduled, and in March 2006 Blizzard Entertainment announced an indefinite postponement on development of Ghost while the company explored new options with the emerging seventh generation of video game consoles. Despite its long development history, IGN noted that the concept of Ghost still held promise. Although the game's development was suspended, Keith R. A. DeCandido's novel StarCraft Ghost: Nova was published several months later in November 2006.

Complementing Nihilistic's and Swingin Ape Studio's work on the game, Blizzard's cinematics team—originally formed to develop StarCraft's cut scenes — created the cut scenes for Ghost's single-player campaign, which are integral to the game's storyline. The team, which originally consisted of six people, grew to 25, and used newer hardware, software, and cinematics techniques to create higher quality cut scenes than those featured in StarCraft and Brood War. The game's trailer, composed of the cinematics team's work, was released in August 2005.

Since Ghost's production halted, Blizzard Entertainment has sporadically released information about the title. The game's protagonist, Nova, shows up in one campaign mission of StarCraft II: Wings of Liberty, in which players are given the option to side with her or fight against her forces. She also features in StarCraft II: Heart of the Swarm. Metzen further stated that he believed Ghost had an excellent storyline that may be told in future novels following from DeCandido's Nova. In June 2007, Rob Pardo, one of the lead developers at Blizzard Entertainment, indicated that there still was interest in finishing Ghost. Later in an interview, Pardo stated that Blizzard had been *"stubborn"* in persevering with Ghost, but they *"were not able to execute [the game] at the level we wanted to"*. Blizzard's president Mike Morhaime and Pardo gave a presentation on the company's history at the D.I.C.E. Summit in February 2008. During the presentation, they listed games canceled by Blizzard, which did not include Ghost. When questioned about this, Blizzard's co-founder Frank Pearce explained that the title was never *"technically canceled"* and that it was not in the company's focus at the time due to a finite amount of development resources. Morhaime later elaborated that it was the sudden success of World of Warcraft and the concurrent development of StarCraft II that consumed Blizzard's resources, leading to Ghost being put on hold. Despite Blizzard's announcements, many of the video games industry's journalists now list Ghost as canceled and consider it vaporware; the game was ranked fifth in the 2005 edition of Wired News' annual Vaporware Awards.

On September 23, 2014 in an interview with Polygon about the cancellation of Blizzard's next generation MMO Titan, Mike Morhaime confirmed that StarCraft: Ghost was also cancelled. Morhaime said, *"It was hard when we canceled Warcraft Adventures. It was hard when we canceled StarCraft: Ghost, but it has always resulted in better-quality work."*

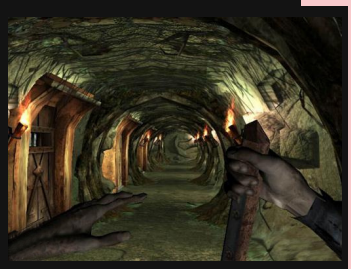
Shadow of the Sun

Developer HotHead Studios
Genre First-person, Action-adventure

Shadow of the Sun is a first-person shooter, developed by UK-based HotHead Studios, which was cancelled before it was released.

In the game, players would assume the role of a once-powerful vampire who has been incarcerated for hundreds of years by the Vampire council. The game would be story-driven, with the player-character escaping from prison and attempting to aid a woman they know only from a haunting vision.

In addition to using weapons like crossbows, twin Samurai Swords and stakes, players would be able to learn a number of vampire abilities in the game. Enemies would come from a number of different "Vampire Clans," each of which would vary significantly from the next, both in look and fighting style. Puzzles would play an important part in the game, and would be, according to HotHead, *"Logically consistent."*



Soldnerschild 2

Publisher Koei
Genre Strategy

Similar to Sega's Terra Phantastica series, Soldnerschild 2 was to be a strategy/RPG from Koei that follows the 1997 Saturn title of the same name.

Set in a fantasy-oriented world and based on a premise that allowed players to control hundreds of different characters in large war-like battles, Soldnerschild 2 would also offer multiple endings and branching story paths.

Soldnerschild 2 was eventually and quietly cancelled not too long after the PS2 was released in Japan.

Star Wars Galaxies

Publisher Lucasart
Genre MMORPG

Star Wars Galaxies was a Star Wars themed massively multiplayer online role-playing game for Windows, developed by Sony Online Entertainment and published by LucasArts. LucasArts also said in 2002 that both the Xbox and PS2 would get a version of the game, however both versions were cancelled.

Released June 26, 2003, to much critical acclaim, it spawned three expansions through 2005. Star Wars Galaxies continued operation for six more years.

Silent Space

Developer Crytek
Genre Real-time strategy

Silent Space (also known as Space Force, or Space Wars, is a cancelled Sci-fi RTS that was in development in 2001 by Crytek. The game was prepared as a showcase of the abilities of developer Crytek Studios (conceived as a PC game but also considered for release across a wide span of consoles.)

In the words of Crytek' president Faruk Yerli: *"Currently we are in negotiation with some publishers. We know that the game would be fantastic, but you surely know that without funding no game could be finished. We believe that Silent Space could break the limits of other space games, and we will soon announce the future of all of our projects."*

According to Yerli the game's in-depth strategy and actual gameplay mechanics was its strengths. *"A deep combat system is the core of Silent Space. Unlike the shallow World War II combat of its predecessors, Silent Space adds depth to the combat mechanics of sci-fi gaming, while still maintaining the classic style and true physics of the genre. Our advanced AI system uses true military tactics to reach the full capacity of its vessels, and it adapts to the player's every move. In the single-player mode, a rich campaign is set within the Silent Space universe, with unique mission designs dealing with the ongoing events of a war, which has nearly destroyed humanity."*

It seems that they never found a publisher interested in Silent Space, and the project was soon canned.

Shin Tentama

Publisher Kid
Genre Adventure

Shin Tentama is an adventure game, published by Kid, which was cancelled before it was released.

Shinki Gensou: Spectral Souls III

Developer Idea Factory
Publisher Idea Factory
Genre Adventure

Shinki Gensou: Spectral Souls III is a role-playing game, developed and published by Idea Factory, which was cancelled before it was released.

Marble Chaos

Publisher Phoenix Games
Genre Sports

Marble Chaos is a Phoenix Games puzzle game title that was most likely canceled. According to Gamfaq it was released in August of 2007, but the only info found on the net was the cover art.

Sega Ages: Bare Knuckle

Developer Sega
Publisher Sega
Genre Beat-'em-Up

Sega Ages: Bare Knuckle is an action game which was supposed to be part of the PS2 Sega Ages series. It was developed and published by Sega, which was cancelled before it was released.

The game was supposed to be the sixth volume in the series. Instead Bonanza Bros was released as vol.6 and Bare Knuckle was cancelled.

The Bare Knuckle (Streets of Rage) series was later released as Bare Knuckle Collection on the Xbox 360 and PS3 in 2012.

Sega Ages: Phantasy Star Trilogy

Developer 3D Ages
Publisher Conspiracy Entertainment
Planned release Q1 2005
Genre Role-playing

Sega Ages: Phantasy Star Trilogy is a Role-Playing game, developed by 3D Ages and published by Conspiracy Entertainment, which was cancelled before it was released.

The title was to be a compilation of RPGs that are based on the Sega Ages remakes from Japan. Sega Ages: Phantasy Star Trilogy would combine redone iterations of Phantasy Star: Generation 1, Phantasy Star II, and Phantasy IV: End of the Millennium into one package. New features would include additional storyline content, enhanced soundtracks, and improved visuals.

The title was expected for release in North America only (some of the editions of Phantasy Star had already been released in Japan separately as part of the Sega Ages series).

Sega Ages: Phantasy Star IV

Developer Sega
Publisher Sega
Genre Role-playing

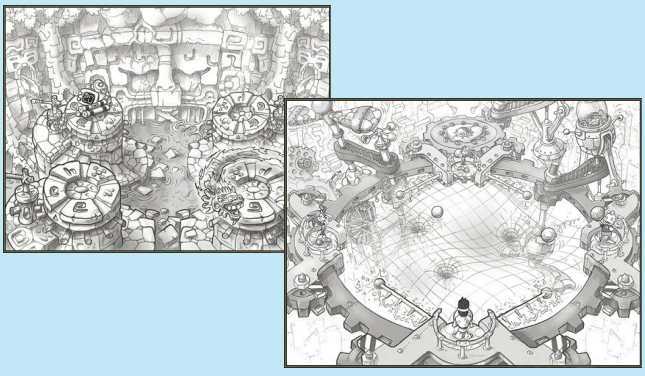
Sega Ages: Phantasy Star IV is a role-playing game which was supposed to be part of the PS2 Sega Ages series. It was developed and published by Sega, which was cancelled before it was released.

The game was supposed to be released in 2003 as the fourteenth volume in the series as a stand-alone title. Instead Alien Syndrome was released as vol.14 and Phantasy Star IV was released as a bundle on Vol. 32: Phantasy Star Complete Collection in 2008.

Sega Team: Time Crystals

Developer Sega

Sega Team: Time Crystals is supposedly an early prototype by Sega. Nothing else from the title was found other than a few pictures on unseen64.net.



Sidhe

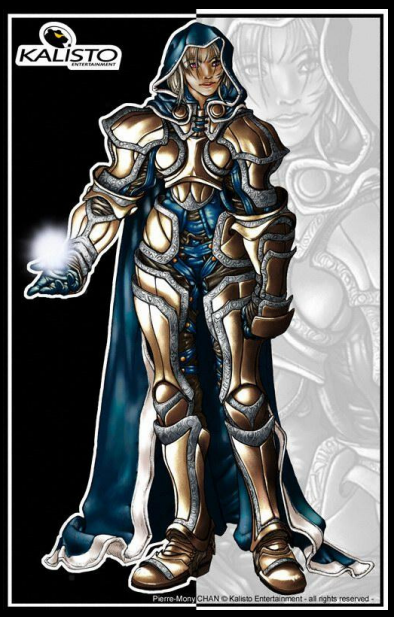
Publisher Sega
Genre Role-playing

Sidhe is a cancelled real-time strategy game that was in development at Kalisto Entertainment from 1998 to 2001. Initially it was meant to be released only for the PS2, but while the development was still in progress it seems that they decided to port the game on the "newly released" Xbox and GameCube too.

Sidhe took place in a middle east athmosphere, in which the player was a god fighting other gods incarnating into heroes.

A video of the game was shown at ECTS 2001. In the end Sidhe was never finished, maybe because Kalisto did not find a publisher interested in the project.

"unseen64.net"



Move2play

Developer Broadsword Interactive
Publisher Europress
Genre Mini-games

The game ws supposed to be a collection of 12 fairground-themed minigames for use with EyeToy. Most of the gameplay would work in the same pattern. One game have players pick up chickens from the sky and push their arms out of the screen as soon as songbirds pop up. Another game have players press their hands against holes and try to stop water flowing through them.

It was most likely cancelled and only released for Windows.

Skratch: a Magical Tale

Developer TDK Mediactive
Planned release Q4 2004
Genre Action

Skratch: a Magical Tale was in development for the PS2 and Xbox. The game centre around scaring humans which provides power to feed the hero's netherworld-dwelling sidekick, Skratch. Players can control Skratch's tail independently with the right-analog stick.

Siren: Special Edition

Publisher SCE
Genre Survival horror

The special edition of Siren was supposed to be released on 7th October of 2004, but it was suddenly canceled, probably due to the first version's poor sales.

The special edition would have featured:
- An easy mode
- An new hint system that could be consulted before playing a level
- An extra mode where a challenge was added in each level, such as playing with invisible or faster enemies, without the sight-jack, using only the first-person view, time trials which had to be completed without being seen, and so on.
- Complete profiles of all characters
- A making-of documentary
- An interview with the producer
- A video about the event that was added in the western release.

"unseen64.net"

SK8

Developer Rage Software
Publisher Rage Software
Planned release Q4 2002
Genre Sports

SK8 is a sports game, developed and published by Rage Software, which was cancelled before it was released. It was in development for PS2 and Xbox.

The game would include a comprehensive cast of competition and street skaters. Among the skaters was world champions Cesar Mora and Fabiola Da Silva and well-known street skater Jon Julio. In addition to the licensed skaters, the game was also supposed to feature a skater creator that would allow players to create their own custom skater.

Skaters would compete in a variety of venues, including skate parks, shopping malls, and street-based environments. A skate park editor was also supposed to be available to create custom courses.

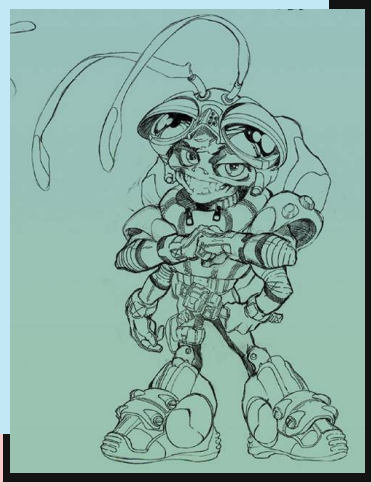
Soshite Kono Uchuu ni Kirameku Kimi no Shi 2

Developer Datam Polystar
Publisher Datam Polystar
Genre Adventure

Soshite Kono Uchuu ni Kirameku Kimi no Shi 2 is an adventure game, developed and published by Datam Polystar, which was cancelled before it was released.

Slipshod

Developer Electronic Arts
Genre Platformer



Slipshod is a cancelled platform game that was in development by Electronic Arts in 2001, for the PS2 and Xbox. It was supposed to launch a new platform franchise for EA (something like Crash Bandicoot or Ratchet & Clank), but after some years of development, they decided to disband the team and kill the game.

One of the levels was finished and playable, but it was too easy and not much gameplay. The Slipshod team put a lot of time and effort into the artwork and the graphic engine but they did not have enough time to develope the actual game play.

The main character design and background evolved a lot during the development: named "'Buggy", he was originally meant to be a pizza delivery bug in a "human-sized" world, who rode a segway and was trying to save his girlfriend. After 2 years of work, EA decided to change the whole game from scratch. In another concept "Buggy" was more like a ninja bug, who had to collect scrolls. One of the last changes before the cancellation put Buggy in a "bug-sized" world, having the whole game to take place in a tree stump.

After the target of the project was changed again to create the new "bug-scaled" world, rumors of the cancellation started to pass inside the dev-team and soon after they were all reassigned to different games. EA decided that they had already put too much time and money into the development of Slipshod, and to start over would have been too cost prohibitive.

Slipshod had the potential to be a fun game, but the continuous changes of perspectives and scenario ended up killing the project.

"unseen64.net"

Slugger!

Developer Farsight Technologies
Publisher Mad Catz
Genre Sports

Slugger! is a sports game, developed by Farsight Technologies and published by Mad Catz, which was cancelled before it was released.

Slugger! worked with GameTrak technology to let players swing a bat against pitches being thrown at the screen, and track their swing in real time.

Soul Surfing

Publisher Warashi
Genre Sports

Soul Surfing is a sports game, published by Warashi, which was cancelled before it was released.

A soul surfer is a surfer who surfs for the sheer pleasure of surfing. The term denotes a spirituality of surfing.

Skate or Die

Developer Criterion Games
Publisher Electronic Arts
Genre Sports

In 2002 Electronic Arts commissioned Criterion Games to develop a 3D reboot of Skate or Die, the popular skateboarding game published by EA in 1988 for many home computers, including the NES. Unfortunately this Skate or Die sequel for Xbox and PS2 was cancelled after just one year of development.

Skate or Die "reboot" was in development by the same team that also worked on TrickStyle and AirBlade, two games very similar to the Tony Hawk's videogames, but with hoverboards.

An article dedicated to Criterion Games published in Games TM Magazine (issue 100, September 2010) detailed their development:

"Criterion started talking to EA in 2002 and they asked if we'd be interested in doing a remake of the old C64 and NES game, Skate Or Die. These guys wanted to make a skateboarding game, so we did it."

It seems that after Acclaim filed for bankruptcy, Criterion approached EA as a possible new publisher for Burnout and in the end they also pitched a new racing game titled "Need for Speed: Split Second", that EA greenlighted along with the new Skate or Die project.

"[After Burnout 2: Point of Impact in 2002], we were talking to EA Canada about doing a Need For Speed game, so we put together a pitch to do a stunt racing game called Need For Speed: Split Second."

Criterion had an interesting concept for Skate or Die, to let players freely move around the levels on foot, choosing the best spot to start doing tricks on the skateboard, entering into shops to buy new boards and interacting with NPCs. In 2002 this was quite a new way to conceive a skateboarding game, when most Tony Hawks games still had the same gameplay mechanics as the first one.

"In Tony Hawk you were always on the board and it was all about tricks and high scores, but I wanted to explore what it was like to just go out for a skate and have that feeling of just doing whatever you want, [...] I wanted to be able to get off the board"

Unfortunately EA had even more ambitious plans for Skate or Die (it seems they also proposed to make it a tie-in for Jackass or Dogtown and Z-Boys), not only did they want to enter in competition with Tony Hawks, but also against game such as GTA 3:

"But the project was apparently subject to all kinds of pushing and pulling at the behest of the publisher. We were told 'you can't just make a Tony Hawk game – it's got to be like Grand Theft Auto,' and that was the first time we were like, 'Really?' 'It's got to be open world.' Well, what does that mean? Nobody really knew."

The team at Criterion knew that it would have been impossible to meet EA's demands, so they decided to quit the project before it would became a development hell:

"We watch as the game changes direction before our very eyes, from classic skating game to GTA-inspired open-world ideas through to an ingenious skating evolution concept but the simplicity with which the various videos flow onto the screen belies the confusion and trauma the team went

through in trying to score when the goal-posts were moving so quickly and so frequently. Sullivan tells us of a number of serious illnesses he went through as a result of the constant stress, and he wasn't alone – the team was in turmoil."

"We called a meeting with the EA guys, told them we were walking away [from the Skate or Die sequel] and they went mad, threatening to sue us, put us out of business… there was a lot of anger and frustration, […] then we got a call from the Need For Speed guys and they said 'we can't work with you guys any more; you just walked away and there's a shame on your company, so we can't talk to you. […] I remember coming back to my desk and there was a folder on my desktop called EA and I just clicked delete. We learned a lot about how a game should be made, and we learned a lot about working with an external publisher – how we had to get our shit together earlier but also how we had to stand our ground."

In the end Criterion and EA signed a new agreement and they started working together on Burnout 3: Takedown, released in September 2004 for PS2 and Xbox. In august of the same year Electronic Arts acquired Criterion and they became one of their internal development team that later create such titles as Black, Need for Speed and new games in the Burnout series.

"monokoma@unseen64.net"

Spec Ops

Developer	Rockstar Vancouver
Publisher	Take 2
Genre	Third person shooter

Spec Ops is a cancelled third person shooter / action game that was in development at Rockstar Vancouver in 2003/2004 for the PS2. The title was going to be published by Take 2 as the previous games in the Spec Ops series, but in the end the project was never released for unknown reasons.

As can be read from Take-Two's Fiscal 2002 Financial Results:

"Rockstar Games will continue to create groundbreaking original content for console video game systems, as well as expand its proprietary intellectual properties, including extensions of its Grand Theft Auto, Max Payne, Midnight Club, State of Emergency, Spec Ops and Smuggler's Run brands. Rockstar currently has eleven original projects in production at its five internal development studios."

The Queens of the Stone Age's singer Josh Homme even confirmed to be writing the soundtrack for the game in an interview with MTV:

"Alain and I are writing the music for a Rockstar game called 'Spec Ops, There's a bunch of versions of new songs. Some of them are mellow, some of them are rock and some of them are, like, hick-hop because we're a bunch of white guys."

While Homme doesn't actually play any video games, he did enjoy the process of writing tunes for the small screen.

After Spec Ops was canned, Rockstar Vancouver started developing Bully.

"unseen64.net"

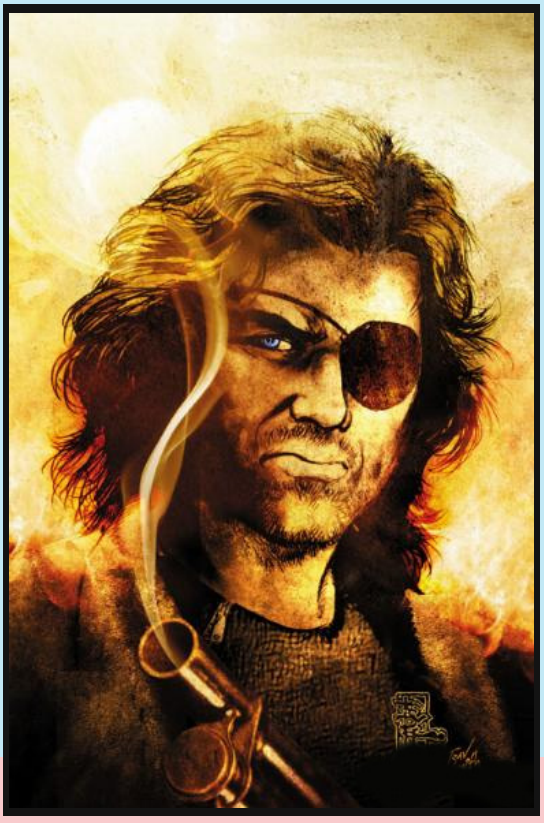
Snake Plissken Chronicles

Developer Action
Planned release Q4 2005
Genre Namco Hometek

Snake Plissken's Escape, also known as Snake Plissken's First Escape, is a cancelled video game that was in development at Namco Hometek in 2003, for the original Xbox and PS2. The game was based on John Carpenter's Snake Plissken series.

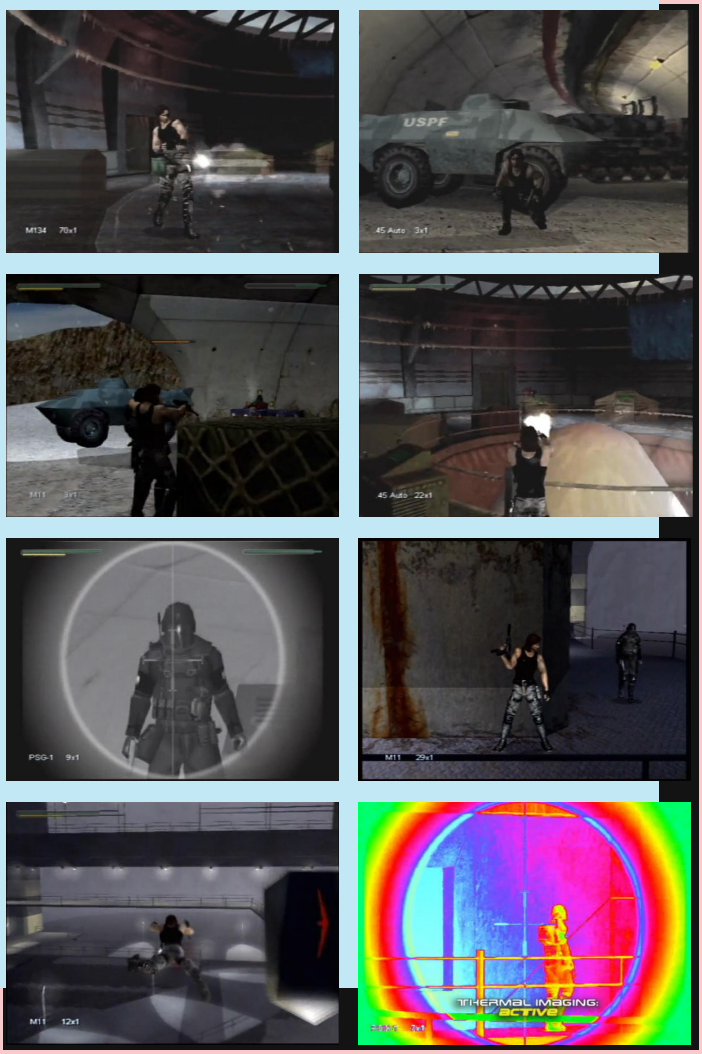
The game originally underwent development at the Namco's Bay Area studio, developers of the first Dead to Rights video game and Kill Switch. It was first announced in 2003 and was slated to be released in late 2005 with Kurt Russell providing his likeness for Snake, Namco also stated that it was to be *"the first in the planned series of games."* For unknown reasons, the game was cancelled and was never completed.

Little is known about the game's plot, other than Snake apparently being hunted down by the USPF. The game's storyline was approved by Russell, Carpenter, and the late Debra Hill.



A video released shows a functional game built in 2004 by the remaining Dead to Rights 2 staff. The game would have included a completed cyber-scanned version of Kurt.

A sequence of key events storyboarded for the campaign mode of the game were illustrated by comic book artist Chris Warner.



Stung!

Developer	Prey Digital
Publisher	Prey Digital
Genre	First-person shooter

Stung! is an action game, developed and published by UK-based Prey Digital, which was cancelled before it was released.

The story of the game would begin in a military research facility that was first used to explore the possibilities of using insects as weapons of war. When the Cold War ends, the top-secret research station is abandoned.

Players would begin the game as one of six different highly trained and heavily armed insects, and they must fight their way through a variety of environments that are based on familiar locations. Among the hazards players would face are hordes of womanized enemy insects, steaming kettles, flypaper traps, spider webs, and bug spray. Players would be able to fly and move in full 3D to avoid hazards and access hidden areas where special weapons and gadgets might be found.

There was supposed to be 12 main locations, and each location would be divided into two or three sublevels. According to the developer, these sublevels would still be large areas with objectives that have to be completed correctly to progress to the next stage. Enemy AI would get tougher in later levels, requiring the player to become accustomed to the strengths and weaknesses of the various weapons that become available.

While the team was working on the PC version, the game was also intended for release on the GameCube, PS2, and Xbox.

"unseen64.net"

Speed Machines 2

Deeloper	Midas Interactive
Publisher	Midas Interactive
Planned release	September 15, 2006
Genre	Racing

Speed Machines 2 is a racing game, developed and published by Midas Interactive Entertainment.

The game is not known to exist, and is probably just mistakenly thought to have been released because there is a Speed Machines III.

Squidney Gudge

Publisher	Sierra Entertainment
Genre	Action

Squidney Gudge is an action game, published by Sierra Entertainment, which was cancelled before it was released.

Starship Troopers

Publisher	Empire Interactive
Genre	First person shooter

Starship Troopers is a first-person shooter game developed by British company Strangelite Studios, published by Empire Interactive and released for Windows in October 27, 2005. The game is based upon the 1997 film Starship Troopers by Paul Verhoeven and is set five years after the events of the film. The game features footage from both the original film and the sequel Starship Troopers 2: Hero of the Federation (2004).

The planned PS2 version was never released.

Space Quest

Developer Escape Factory
Genre Action-adventure

Space Quest was part of the Space Quest video game series, which followed six comic science fiction computer adventure games released between 1986 and 1995. The games follow the adventures of a hapless janitor named Roger Wilco as he campaigns through the galaxy for "truth, justice and really clean floors".

Space Quest was being developed by Escape Factory for the Xbox and PS2. The game was planned as a departure from the main Space Quest series, rumors it starred a new character named "Wilger". Though a video shows that the game starred Roger Wilco. Concept art also shows a female character who's identity is unknown. Though it would have maintained a comedic theme in space, no plan was made to connect it to the original series.

Space Quest was announced on February 7, 2002. Adventure Gamers released the following news: *"Two reliable sources have shared with us that an independent studio is working on a Space Quest game for Sierra, possibly a remake. Recent changes to Sierra's website already seemed to hint at this, but it wasn't until now that we've gotten confirmation that a new Space Quest game is indeed going to happen."*

Also, GameSpot came in with the following news on their website that very same day: *"Sierra may soon announce a seventh game in its humorous sci-fi adventure series. GameSpot has learned from sources working on the project that Sierra is developing a new game in its classic Space Quest sci-fi adventure game series. Although no further information about the game is available at this point, the publisher may be gearing up to announce the game, as it recently launched a new Space Quest website, which contains descriptions of the previous Space Quest games along with a large Space Quest logo. All of the previous Space Quest games are listed as "temporarily out of stock," which suggests that the new website isn't simply intended to boost sales of the older games, but perhaps to serve as home for a new one. The Space Quest series began in 1987, and the sixth game in the series was released in 1995. Sierra announced in 1998 that it was putting development of the seventh Space Quest game on hold indefinitely, but now there are indications that the project has been revived. A Sierra representative declined comment when asked about the upcoming game. We'll post more information about the game as it becomes available."*

The changes to Sierra's website as mentioned in both articles is no longer accessible on the internet. The page indicates Sierra might have had plans to sell the games again.

After the announcement on February 7, 2002, development proceeded for almost a year and a half before the project was cancelled. According to Space Quest 6 designer Josh Mandel, the SQVII designers were forbidden from using story elements from the original Space Quest games or from even playing the games. This is disputable, since other sources claimed the developers had played the games before. Website FYI.com, also claimed that this *"gutted"* SQVII would not have been an adventure game at all and would have been released only on game console platforms such as the Xbox rather than the PC. Since then the Vivendi's Product Manager Bruce Goodwill, has confirmed that the title was going to be released only on console platforms.

Sierra went as far as contracting developer Escape Factory to storyboard and begin coding before withdrawing funding.

The world of Space Quest was composed of several hub/spoke layouts; each with their own unique theme. The hub level itself consisted of a "primary objective" while the spoke levels generally consisted of several secondary objectives. The hub/spoke system was ideal for several reasons; it allowed for the reuse of assets, promoted a non-linear, exploratory style of play, and clearly presented a series of goals and objectives to the player.

One of the planets in the game was the planet "Yarg". This planet consisted of two "hubs" and several spoke levels. The presentation is linear and is best viewed from beginning to end, starting with the "main hub".

The game was built on the Unreal technology, the levels for Space Quest were largely designed and constructed by the design team with content creation and visual direction from the artists. It was an interesting use of a technology that many considered to be a "first person shooter" engine. However, because of the proprietary toolset (Unreal Editor), this project followed a production pipeline commonly seen with "first person shooter" developers at the time. Ultimately, funding was cut and the game wasn't shipped.

"spacequest.fandom.com"

Splash Dive

Developer SCEI
Publisher SCE
Genre Action-adventure

Originally announced in 1999 as one of SCEI's PS2 launch titles, Splash Dive was to be a highly detailed underwater action/adventure much in the same vein as Ecco the Dolphin. However, Splash Dive disappeared as quickly as it was announced when it was quietly but officially cancelled not to long after its initial pronouncement.

IGN released an early interview with Splash Dive's producer Kaoru Hagiwara talking about the game:

What kind of game is Splash Dive?

"We're selling it as an action game. Not action-adventure, action. Players control the dolphin and try and make friends with other dolphins. Swimming at full speed, jumping above the water: I think it will have a refreshing sense of action to it. When you talk about games and the sea, adventure and simulations come to mind. There have been lots of games that feature floating or searching for fish, so we thought, "How can we create a new, refreshing kind of action?"

On the basic objective of the game is supposed to be, he answer:

"The key will be what the player does, but the excitement of discovering what to do, is something that I would like to keep quiet."

"Dolphins, have their own form of communication, which is very different from humans. One type is voice. Kind of like "Dolphinese." We're trying to put in all of these into the game as best as we can. We don't want to have a dolphin specialist look at the game and say "That's not right!" Therefore, we're really working on the dolphins' appearance and the way they sound.

Spooks

Developer Gamezlab
Publisher BBC Multimedia
Genre Third-person shooter

Spooks is an action game, developed by BBC's own in-house studio, Gamezlab, and published by BBC Multimedia, which was cancelled before it was released.

This stealth action game is was based on the BBC TV drama, known as MI5 in the US, and was in development for the PC, Xbox and PS2, and would launch at the same time as the third season of the series.

Dave Lee, BBC Worldwide's Director of Multimedia, said:

"The rich and engaging world of Spooks makes ideal material for a game. Added to this, the support and contribution of the show's production team will help the development of a truly involving title that I expect to appeal to fans of the series as well as the wider computer gaming community."

Stephen Garret, joint MD of Kudos Film & Television, which produces the show for the BBC, said:

"As a TV producer it's thrilling to find an internationally successful show like Spooks starting to develop a life of its own. With its potential for stealth and complex problem solving, Spooks seems a natural for the world of computer gaming, a world that until now television drama propositions have not really been able to inhabit."

The game would feature all the main characters from the TV show, giving players control of the eponymous MI5 spooks in missions ranging from surveillance and code-breaking to stealthy tailing of suspects and cracking criminal cells.

With a script written by TV show writer Steve Bailie, the Spooks game would aim to capture the feeling of the show throughout, although unlike the show the spread of locations would include some missions overseas.

Stargate SG-1: The Alliance

Developer Perception PTY
Publisher Namco / JoWooD Productions
Planned release Q4 2005
Genre Third-person shooter

Stargate SG-1: The Alliance, (abbreviated as SG-1:TA), is a cancelled game based on the television series STARGATE SG-1. Development was cancelled in August 2005.

The game was said to have been based upon the events of the SG-1 seasons; the player was able to select their character for a mission and fulfill the roles of that character as seen in the TV show. It was confirmed that the Alliance part of the name referred to the Alliance between Anubis and the new enemy, Haaken. The Haaken have never appeared in the TV show, they are a new alien race that was created by the developer's concept artists and game designers. The game was an FPS with an option for a third person perspective, consisting of objectives to be reached during various missions and levels. Since the developers have not shown much of the gameplay, it is not clear how exactly the game was meant to play out. However, from the video from the Stargate Atlantis: Rising DVD, it appears to follow the storyline well. In 2012, gaming blog Past to Present Online began to release information about the game, including gameplay videos that revealed the storyline and mechanics.

According to IGN, an *"administrator posting in the game's official forum stating that the game has been cancelled"*. However, this has never been officially confirmed by the developer, Perception Studios, despite forcing the majority of its staff into redundancy in January 2006.

Originally scheduled for a fourth quarter 2005 release, the game was ultimately cancelled due to a falling out and legal dispute between the developer, Perception (who originally secured the Stargate license from MGM), and Austrian game publisher JoWooD (circa 2005 to 2007). The publisher accused the developer of failing to meet its quality standards, and the game was never completed.

After a two-year-long legal battle with JoWood Productions, Perception won their fight in December 2007 with JoWood admitting they had no rights to the Stargate franchise. In fact, Perception has all rights to the Stargate SG-1: The Alliance game, and any further Stargate game releases. It is expected that work will now continue in some way on The Alliance, although existing parts of the already made game may not be used. Peter DeLuise was especially disappointed, having devoted much time to the game's development (albeit primarily the audio portion).

A few fans have gotten their hands on the game since Perception went out of business. As a result, there are lots of game-play footage videos on YouTube that show off the state of the game in its nearly complete form (including some cut-scene animation marked as place-holders).

Starsky and Hutch 2

Developer SCEI
Publisher SCE
Genre Action, Racing

Starsky & Hutch 2 is a cancelled mission-based driving game based on the TV series of the same name, that was in development by Mind's Eye for the Xbox and PS2. The project was announced in 2003 when Empire Interactive signed an exclusive licensing agreement with Sony Pictures to publish a sequel to their first Starsky & Hutch game.

As wrote by IGN, Starsky & Hutch 2 was shown behind closed doors at Empire Interactive's booth during E3 2004, featuring the same drive and shoot gameplay as the original, and an on-rails Virtua Cop-esque mode up to 2 players.

In 2005 Mind's Eye Productions was acquired by Disney Interactive and their Starsky & Hutch 2 project was canned. The few images released online are probably from a target render and not in-game.

"unseen64.net"

Suki na Mono wa Sukida Rashouganai + White Flower + Sukisyo!

Developer GungHo

Suki na Mono wa Sukida Rashouganai + White Flower + Sukisyo! is a video game, published by GungHo, which was cancelled before it was released.

Super Runabout: New York Edition

Developer Graphic Research
Publisher Interplay
Genre Racing

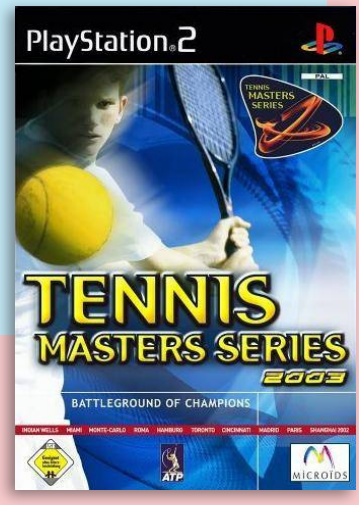
Super Runabout: New York Edition is a North American release of Runabout 3 Neo Age, which was cancelled before it was released.

Tennis Masters Series 2003

Developer Microids
Publisher Microids, (us) Hip Games
Planned release (eu) July 25, 2003
Genre Sports

Tennis Masters Series 2003 is a tennis game released for Xbox and Windows. It was most likely cancelled for PS2, but was planned as an European release.

The released versions is a fully licensed tennis game which expands upon previous releases in the series and adds some improvements.

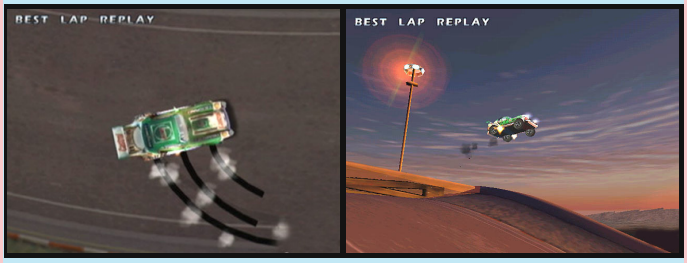


Stunt Driver

Developer Climax Studios
Genre Racing

Stunt Driver is a racing game, developed by Climax Studios, which was cancelled before it was released. Stunt Driver could best be described as a Hard Drivin'-inspired racer with twists, banks, humps, ramps, jumps, corkscrews, loops, and other hazards. The game would also feature realistic crashes that would leave debris and oil scattered throughout the tracks, providing more hazards for players to avoid.

The game would include several different modes - quick race, single race, championship, time attack, test drive, and scenario. Most of the modes would be standard fare. Additionally, the game would likely feature a track editor that would let players create tracks. Climax also stated it wanted to make use of the online capabilities of the PS2.



Super Trucks Racing 2

Developer Jester Interactive
Publisher XS Games
Genre Racing

Super Trucks Racing 2 is a racing game, which was cancelled before it was released.

The game was a off-road action racer that would allow players to pick their own paths, upgrade racing components and customize their Super Trucks. Take could choose from more than 20 vehicles and over 25 courses that represent routes in North America.

Street Hoops 2

Developer Activision
Publisher Activision
Genre Sports

Street Hoops 2 is a sports game, developed and published by Activision, which was cancelled before it was released.

Stunt Car Racer Pro

Developer Simergy
Planned release 2004
Genre Racing

Stunt Car Racer Pro is a racing game, developed by Simergy, which was cancelled before it was released.

The game is the sequel to Geoff Crammond's Commodore 64 racing game Stunt Car Racer. It was described as a radical evolution of the original game, and was scheduled for release sometime in 2004.

Geoff Crammond's game company choose Lost Toys to be its partner on the game. In an interveiw, Crammond said: *"Lost Toys will be key to making Stunt Car Racer Pro a success. I've chosen them because they have a proven track record of producing great multiformat titles on time and to budget. I also believe this team understands perfectly just how strong Simergy's commitment is to quality and playability."*

Lost Toys, which developed both MoHo and Battle Engine Aquila, was primarily responsible for the art and graphics technology of the game, while Crammond concentrated on the game's physics and AI.

Supercross 2002

Developer Electronic Arts
Publisher Electronic Arts
Genre Racing

Supercross 2002, the successor to Supercross for PlayStation, is a racing game, published by Electronic Arts, which was cancelled before it was released.

A demo was running at E3 2001, but was very limited in terms of game modes, riders, options, and more or less anything else, but it did run very fast and very clean.

The speed boost in Supercross has lost any relation to reality - the “power clutch” from the PlayStation game has simply become a motion-blur-accompanied energy surge (this was apparently tuned this way for the E3 version and wouldn’t be in the final release). The demo would include different stunts, and worked smoothly enough to work with the 60fps framerate. But the stunts were made extremely easy to perform in the E3 demo.

The demo included only freestyle, a single arena set in a big suburban yard (with ramps installed, for some reason) for the racing modes. The level was fairly static, although players could smash through a few windows.

The game looked to be leaning toward a strong arcade feel in the demo, but that could change in the final release.

Super Street Racing

Genre Racing

Super Street Racing is a racing game, which was cancelled before it was released.

Supercar GT

Publisher Electronic Arts
Genre Racing

Supercar GT is a racing game, published by Electronic Arts, which was cancelled before it was released.

Survival Zone

Publisher Konami
Genre Strategy

Survivial Zone was to be an online-ready title for the PS2 from Konami. The game was never released.

Toxic Grind

Publisher THQ
Genre Sports

Toxic Grind is an extreme sports game released by THQ in 2002 for the Xbox. Versions for GameCube and PS2 were planned but cancelled.

The story behind Toxic Grind is that in the future, skateboarding is a crime as well as BMX biking and inline skating.

SX Superstar

Publisher AKA Acclaim
Genre Racing
Serial number SLUS-20600

The game was released as a PAL version but the NTSC-U was cancelled, although a preview (alpha) disc exists.

Swords of Yi

Developer	Artoon, Melbourne House
Publisher	Atari
Planned release	Q2-3 2004
Genre	Fighting

A dual project created by Artoon and Atari, Swords of Yi was a PS2-exclusive fighting game that utilizes weaponry of various disciplines. The game is also reported to have utilized story-based themes, which was not a very common element in fighting games at the time.

Unfortunately for fans of the developer, the game was killed off early in its development and never made it past internal testing phases before being quietly phased out of existence.

In the end Artoon only published two games for the PS2: Ghost Vibration and Swords of Destiny. In April 2011 Artoon merged with their parent company "AQ Interactive", along with Feelplus and Cavia. In June of the same year, AQ Interactive merged with Marvelous Entertainment and Liveware, closing down their original studios. Melbourne House released Transformers and Test Drive Unlimited on the PS2, before being sold to Krome Studios and renamed Krome Studios Melbourne.

This is Football 2006

Developer	SCEE
Publisher	SCEE
Genre	Sports

This is Football 2006 is a sports game, developed and published by SCEE, which was cancelled before it was released.

Surf Assault

Developer	Electronic Arts
Publisher	Electronic Arts
Genre	Racing

This game was in production for the PS2 tentatively titled "Surf Assault". The gameplay was like MarioKart, but with surfboards instead of go-karts. The game was never poduced, as it never got past the concept stage, although some 3D characters were made for the demo.

Tankers: Smoking Barrels

Developer	Cinematix
Publisher	Titus
Planned release	2002
Genre	Action
Serial number	SLUS-20444

Tankers: Smoking Barrels, also known as simply Tanker, was in development for the PS2 and GameCube.

In the game, players could choose from six different anime-style tank commandos, and drive in futuristic Japanese cities. It would be possible to smash barricades, driving over army and police vehicles, knocking down buildings and wreaking havoc as they try to free hostages held by the ruthless General Klaxx

SWAT Commando

Publisher Phoenix Games
Genre Action

This title is not known to exist and was probably just a working title for SWAT Siege that made it to some release lists.

Tenkuu no Symphonia 2

Developer Piacci
Publisher Piacci
Genre Visual novel

Tenkuu no Symphonia 2 is an eroge visual novel, developed and published by Cocktail Soft, and released for Windows in 2006.

The game is set one year after the battle at Kuuchuu Teien and takes place in the ancient kingdom Altorio, where people use alchemy and dragons are common.

The PS2 port was in development by Piacci, but was cancelled before it was released.

Tetsuman: Menkyo Kaiden

Developer Chatnoir
Publisher Kaga Tech
Genre Board

Announced as one of the first available games for the PS2, Tetsuman Menkyo-Kaiden roughly translates into "All-Night Mahjong" and was later released in another form for the Game Boy Advance. The PS2 version of the game was cancelled relatively early in the game's development and never saw the light of day.

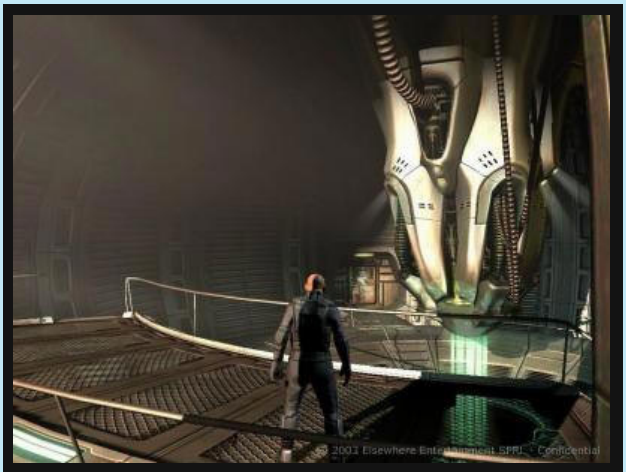
"ign.com"

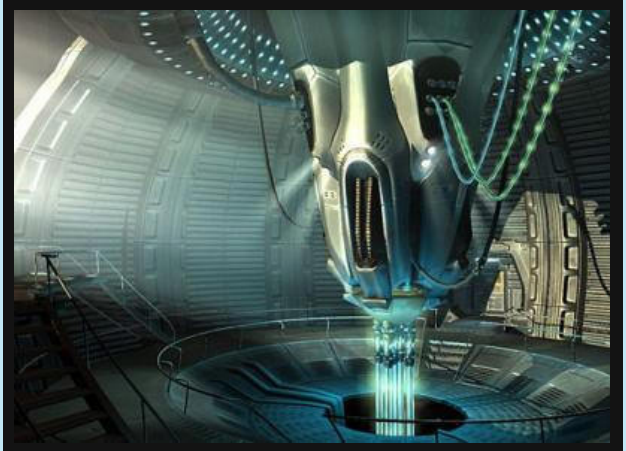
Symbiosis

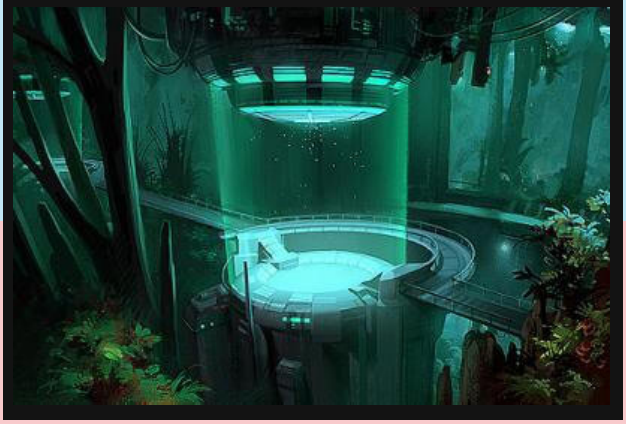
Developer Elsewhere Entertainment
Genre Action-adventure

There is scant information about this game. Programmer, Pierre Terdiman, implemented a physics engine for Elsewhere Entertainment's game.

A tech-demo was released in May 2003, (featured on youtube) which showcase gameplay from the game. The demo was running in realtime on GeForce4.







Survivor

Developer Replay Studios
Genre Adventure

Survivor was a “Disaster Survival” game that was in development at German studio, Replay Studios, located in Hamburg, for the Xbox, Windows, and apparently the PS2.

The game would include interactive locations, based on famous, authentic-historical disaster scenarios. In independent game episodes, the player would experience some of the dramatic disasters of the 20 - 21st century, like the Titanic, Hurricane Andrew, the 9/11, the fire in a Paraguay shopping mall, an earthquake in Mexico City, and Hiroshima.

Players could move freely through the entire level environment, in order to experience the disaster from every possible point of view. The player was free to rescue persons, gather or manipulate every existing item, from hidden secrets to even loot. In some situations the player’s survival also depends on their climbing and jumping skills, in others the right equipment is essential. While many subquests must be fulfilled within the disaster scenarios, the main goal of the game is always pure survival.

The project was later cancelled, maybe because of the controversial scenarios.

Tecmo Sports: Bakuretsu King

Publisher Tecmo
Genre Eye-Toy

Tecmo Sports: Bakuretsu King was a EyeToy-playable compilation of several sports games, including boxing, baseball, soccer and others. The game made use of more advanced EyeToy features such as color recognition to replicate the sports mini-games with more accuracy than most other EyeToy titles (boxing, for example, allows both fists to throw punches through the use of color-coded gloves.)

Syndicate

Developer Bullfrog studios
Planned release 2005
Genre Action

Syndicate was the preliminary name for the unreleased PS2 remake of Syndicate. The original Syndicate was a real-time tactical game from Bullfrog Productions created in 1993 by Sean Cooper and released for various platforms: PC, Amiga, SNES and Genesis.

"According" to Peter Molyneux, the first attempt of a true Syndicate sequel was another PC title, which begun as soon as Dungeon Keeper 2 was finished, though ultimately it went nowhere. There would later be several more attempts, none lasting more than a "few months", though one iteration did get a little deeper into production than the rest: the PS2 version, which was worked on for around a year. This would have featured a "free-roaming multi-tiered city", and would have been home to three factions: the Syndicates, a rebel group called the Freemen and the mysterious Hybrid.

While this and every other Syndicate project died after Peter Molyneux's studio was bought out by EA, some remnants of them live on.

SYNDICATE: "HERO?" - Colour/Texture/Shading Render

Taxi Driver

Developer Papaya Studios
Publisher Majesco
Planned release 2006
Genre Action-adventure

Taxi Driver was set to coincide with the 30th anniversary of the 1976 film by Martin Scorsese. The player-character would be Travis Bickle, the same antisocial cab driver played by Robert De Niro in the film.

The game would be a third-person action adventure that takes place in New York City, which players could explore at their leisure when they wasn't completing the story missions of the game. Naturally, the game would feature a taxi-based gameplay where player could drive a taxi and pick up fares to earn money as they cruise around the city as well.

The game would look and feel similar to Grand Theft Auto 3, but without any police chases. However, there was still consequences to acting crazy and slaughtering crowds of innocent pedestrians. When players start killing innocent people, the screen will get red, and eventually it will simply go black before resetting at the beginning of the most recent mission. This effect was supposed to represent Travis' sanity. Like is seen in the film, Travis is a sort of vigilante who attempts to clean up the city by vigilante justice. It would make sense then that players would be punished for running down innocent people in the game.

Taxi Driver would take place shortly after the events in the film. Betsy, Travis' love interest from the film, is killed by the Mob, and Travis must go on a mission through the seamy underbelly of the city to avenge Betsy's death. In a demo featured, on E3 2005, players started out in Travis' apartment, where Travis received a message that he needed to get to Betsy's apartment as soon as possible. Travis walked outside and jumped in a taxi to head off to kill some gangsters.

The controls for Taxi Driver was similar to any other third-person action game, with the left analog stick controlling movement and the right one controlling the aim. Players can pull a gun out using one button, and fire it with another. When carrying a weapon such as the shotgun, Travis move much slower than when he's unarmed.

The game was canceled amidst Majesco's financial problems in late 2005 after multiple investments fall flat. They were buying several movie properties to make into games, like the poorly-received PS2 version of JAWS, which ultimately led to their downfall.

Tekkouki Mikazuki

Developer Sandlot
Genre Action

Tekkouki Mikazuki (meant to promote a Tekkouki Mikazuki television miniseries) was a planned PS2 game, but the series was received poorly and the game was cancelled. A one stage demo was released before the cancellation. The series soundtrack disc was distributed alongside with the demo disc.

Sandlot later used the capital and pre-prototyped tech to sell a similar game to Enix, this later became Gigantic Drive (also known as Robotic Alchemic Drive in the US).

Technomancer

Publisher Phoenix Games
Genre Action

Technomancer: A Calcaphon Adventure is a cancelled action game that was in development by Qube Software for the Xbox, PS2 and PC, that would have been published by Virgin Interactive Entertainment. The project started in early 1999 and the development continued till 2003, with a playable prototype / beta version, but they never finished the game.

As the main focus of Qube has always been the development of 3D software for 3D middleware and not games, maybe they had some development problems and Technomancer was cancelled.

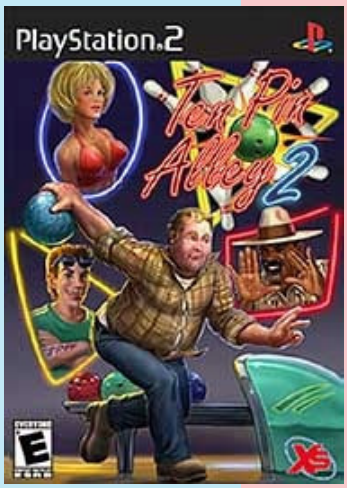
"unseen64.net"

Ten Pin Alley 2

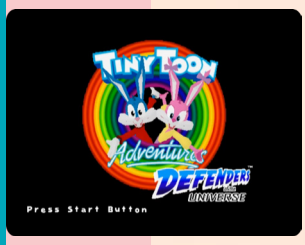
Publisher XS Games
Genre Sports

Ten Pin Alley 2 is a ten-pin bowling simulation game by American studio Pronto Games, published by XS Games and released on the Game Boy Advance and Wii. The planned PS2 version was never released. It is the sequel to the game Ten Pin Alley, but was not developed or published by the same company.

The Wii version recieved a perfect 2 by IGN.



Tiny Toon Adventures: Defenders of the Universe



Developer	Treasure
Publisher	Conspiracy Entertainment
Release date	mid-2002
Genre	Fighting
Mode	1-2 (4?) Players

Tiny Toon Adventures: Defenders of the Universe is a cancelled and unpublished 2002 fighting game. Based on the Tiny Toon Adventures franchise, it was initially scheduled for release in mid-2002, but was eventually cancelled for unknown reasons. It was developed by Treasure and it was originally slated for the PS2. Nintendo Power has listed this game in its publication, suggesting that there was also going to be a GameCube version.

The surviving voice actors from the TV series reprised their roles as their characters for this game, with Charlie Adler returning as the voice of Buster and Billy West replacing the late Don Messick as the voice of Hamton.

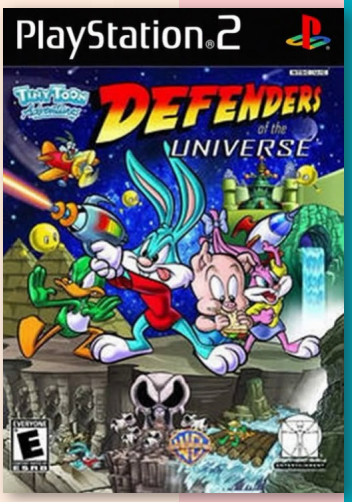
The plot Defenders of the Universe centers on Montana Max taking over the planet Gold Star. Natives of the planet, the Bullions, escape and asks Buster Bunny, Babs Bunny, Plucky Duck, and Hamton Pig for help.

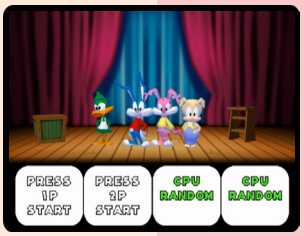
Originally titled Tiny Toon Adventures: Defenders of the Looniverse, Defenders of the Universe was first announced in 2001 with a planned spring 2002 release. t was later expected for release by the summer that same year.

In 2004, Douglas C. Perry for IGN suggested that the game had always been intended for release, mentioning that it was *"still officially slated to come out sometime (not necessarily in 2004)"*. However, years later, nothing new has been mentioned about the game. But considering the fact that support for the PS2 and GameCube has been discontinued, the game's resurrection and release are unlikely.

Before its cancellation, the game was given an ESRB rating and was shown on retail listings.

Kurt Kalata from Hardcore Gaming 101 theorized that the game was planned to be the spiritual successor to Treasure's 1999 Japanese-exclusive Rakugaki Showtime, noting its similarities in gameplay and mechanics.





TimeShift

Developer	Saber Interactive
Publisher	Vivendi Games
Genre	First-person shooter

TimeShift is a first-person shooter released for Windows, Xbox 360, and PS3. Originally, TimeShift was announced for the Xbox and Windows, with developer, Saber Interactive, also listing a PS2 version of the game on its site. Seven months later, the PS2 version went missing and the Xbox edition became the Xbox 360 edition. Another seven months on, the title was sold to Sierra Entertainment, which pushed the game's release back to 2007 so its *"full potential could be realized."*

The key feature of TimeShift is the player's ability to control time: slowing, stopping or rewinding time more or less at will.

The original game plot would centre on the a war veteran who lost his daughter. It would include recorded dialogue with Dennis Quaid and Michael Ironside.

Turnabout

Developer	Artdink
Genre	Puzzle

Turnabout is a puzzle game developed by Artdink, published by Natsume, and released in 2003 for the PlayStation.

The game's main feature is the ability to rotate the stage 90 degrees in either direction (but not 180), causing all the dynamic elements to fall in that direction. The goal is to get all the colored pieces to disappear.

Tremors: The Game

Developer	Rock Solid Studios
Publisher	Conspiracy Entertainment
Planned release	Q3 2003
Genre	Survival horror, Action

Tremors is a cancelled video game that was based on the Tremors franchise. The game was announced in August 2002 by Rock Solid Studios, who had been working on it since April/May 2002.

The game was going to be released for the Xbox, GameCube, PS2 and PC. Tremors was scheduled for release during the fall of 2003. However, the game was quietly canceled in the summer of that year.

The video game was supposed to be a single-player, third-person, survival-horror action game. The player had to battle various types of Graboids (Graboids and Shriekers were confirmed) with ranged and melee weapons, while finding creative methods to avoid walking on the ground and hiding character's body heat signatures.

It was announced that the game, while containing references to the films and the TV series, would have an independent story line taking place in the desert community of Golden Rock.

The early announcment for the game:

"Tremors is based on the successful Tremors movie franchise, created by Universal Pictures and Stampede Entertainment. The game is a third person action adventure set in the desert around the town of Gold Rock, where Graboids – gigantic landsharks threatens mankind as we know it.

Players will experience an immersive storyline, filled with surprises and challenges in combination with high-octane action."

The cancellation reasons are unknown, but it is most likely because the TV series got low ratings, and they didn't want to get involved.

The Thing II

Developer Computer Artworks
Genre Survival horror

The Thing II was a planned third-person survival horror game, and sequel to the 2002 video game The Thing. It was under development by Computer Artworks in 2003. However, it was ultimately cancelled after Computer Artworks entered receivership in October 2003. Although cancelled, pre-production art guides and two creature video clips were released, revealing the developers' vision for the game.

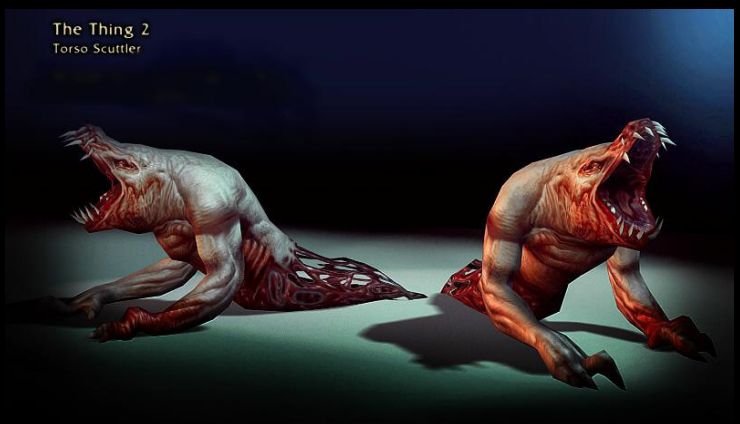
According to the Computer Artworks' pre-production concept art guide, the game was intended to follow the plight of protagonists Blake and MacReady, as they fought through a small snowy refinery town (presumably located in Antarctica), an oil rig and on-board an aircraft carrier. New types of Thing beasts were to be included in the game, which were intended to be deadlier and more elaborate than those from the first game. A new 'burst-out' system was planned for inclusion, which would have seen a variety of elaborate enemies burst out from infected NPCs. The geometry for the creature's reveal was intended to be hidden away inside the NPC model and would unfold as the monster is revealed. Technically-demanding, the 'burst-out' enemies would have been less frequently encountered than the simpler 'scuttler' creatures which lacked complex transformations. Burst-out creatures were also planned to progress through various stages of development—from a less threatening 'stage one' Thing to a fully-evolved state with multiple attack methods.

The developers of the original The Thing video game had this to say about the sequel in an interview:

"We had the contract in place to make the sequel and were pretty excited about it. We had a very cool prototype of 'dynamic infection' and some really imaginative thing 'burst-outs'. I particularly liked the one where the person would split in half and their top half would jump to the ceiling and start swinging around like an orangutan with his intestines turned into tentacles!"

"It was heart-breaking when Computer Artworks closed but it was a familiar story unfortunately. We just grew too quickly, taking on a lot of projects including The Thing 2 and an Alone In The Dark sequel."

The Thing 2 was cancelled when Computer Artworks went into receivership in October 2003 and never progressed much past a proof of concept demo that focused on the team's determination to solve the scripted infection issue.

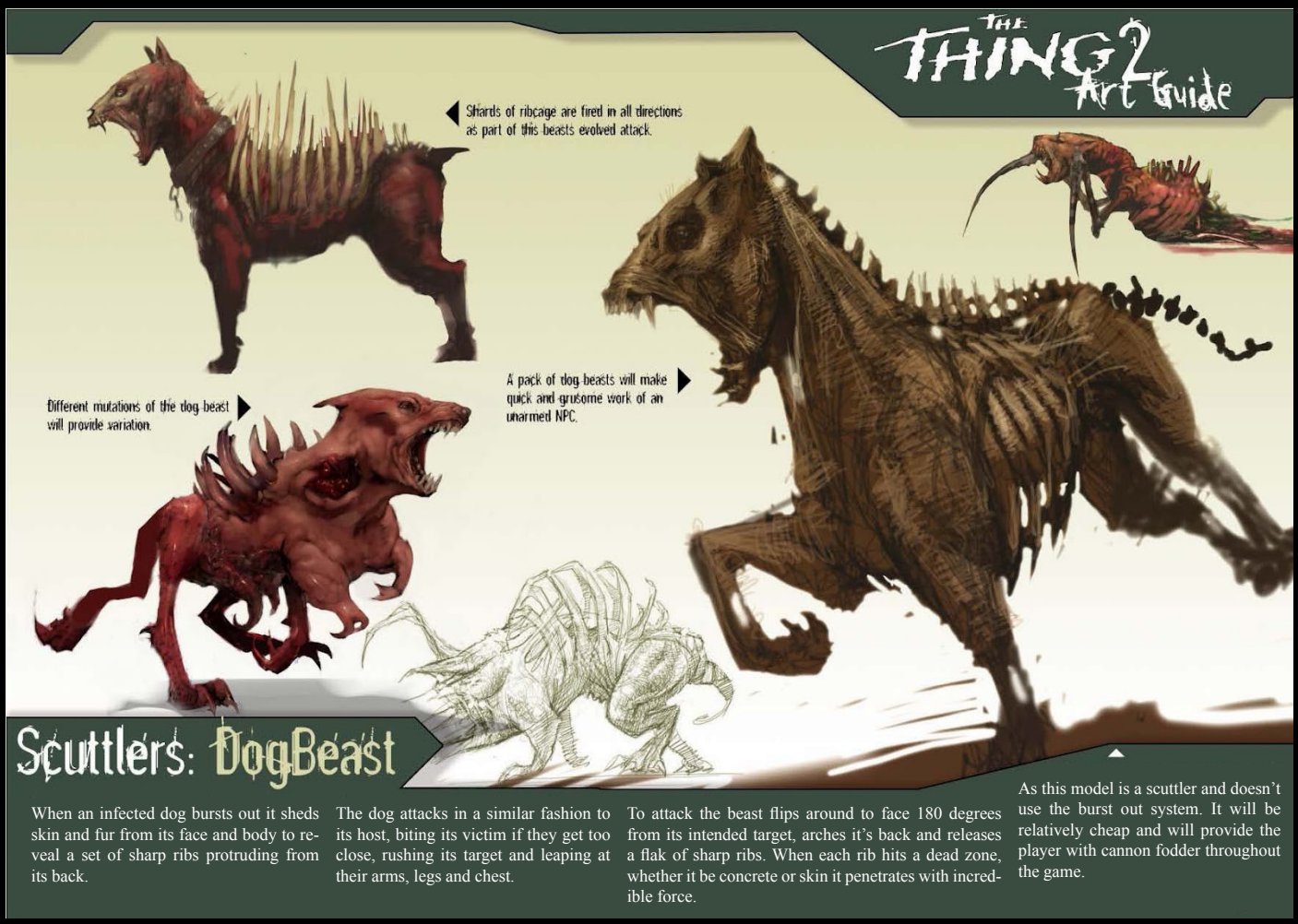


THE THING 2 Art Guide

Document Author: Cumron Ashtiani
Artwork by: Cumron Ashtiani, Paul Catling and Jim Murray.

Ver 1.0 22-08-03

Pre-Production Art Guide



Scuttlers: DogBeast

When an infected dog bursts out it sheds skin and fur from its face and body to reveal a set of sharp ribs protruding from its back.

The dog attacks in a similar fashion to its host, biting its victim if they get too close, rushing its target and leaping at their arms, legs and chest.

To attack the beast flips around to face 180 degrees from its intended target, arches it's back and releases a flak of sharp ribs. When each rib hits a dead zone, whether it be concrete or skin it penetrates with incredible force.

As this model is a scuttler and doesn't use the burst out system. It will be relatively cheap and will provide the player with cannon fodder throughout the game.

Scuttlers: DragJaw

Built from the upper body of its victim. Its head bursts out into a large jaw shape lined with sharp teeth It attacks from the ground, biting at the legs of its victim or leaps at their head and upper body to clamp its jaws into whatever it can.

This scuttler will often be found gnawing on a corpse and when startled will become a nasty adversary. Scuttlers work in packs and will often try to distract the player while others from the pack approach from the sides. These vicious creatures are ravenous, yet strategic and fearless.

This monster will drag screaming NPCs away into some dark corner where they are devoured.

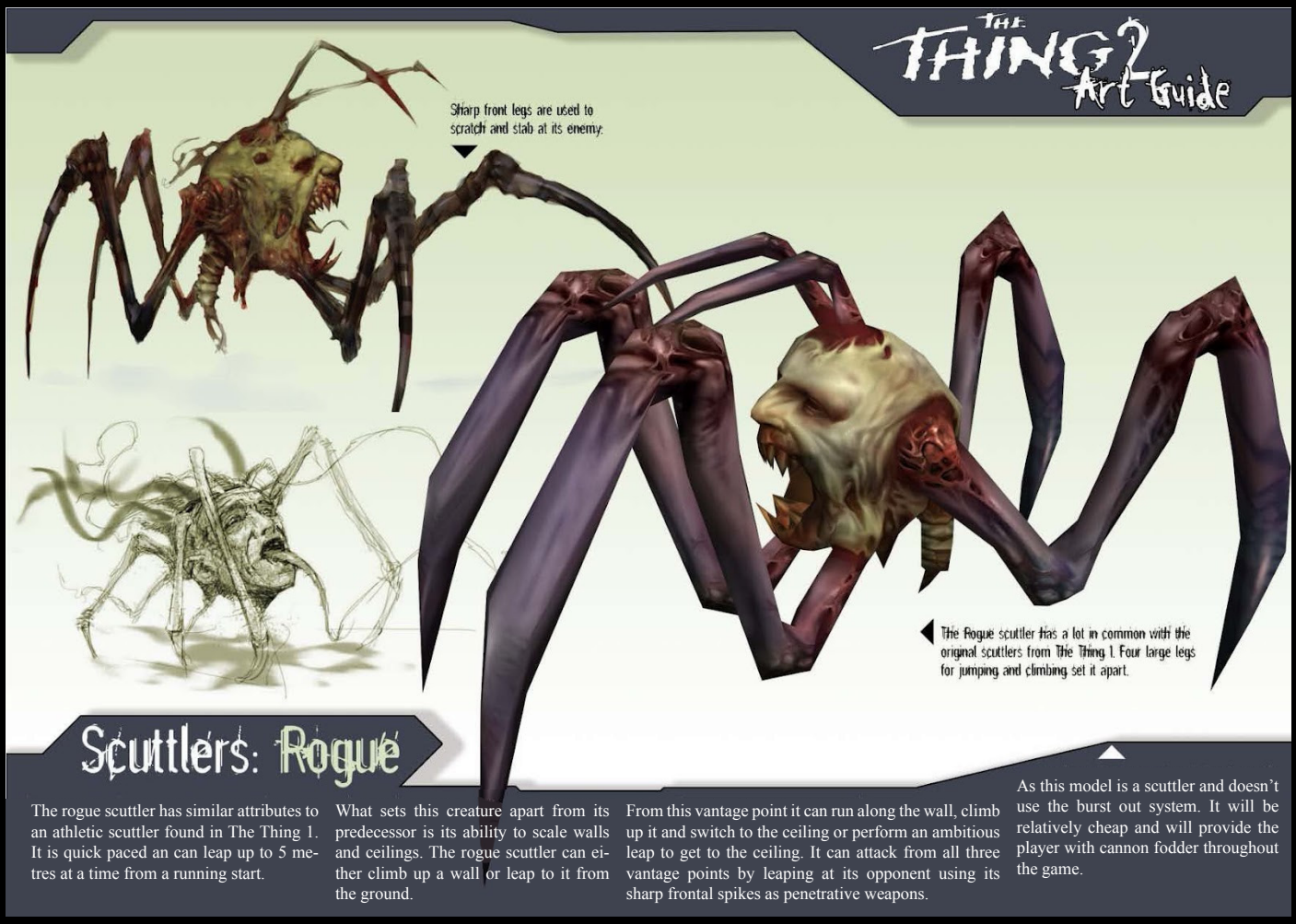
As this model is a scuttler and doesn't use the burst out system, it will be relatively cheap and will provide the player with cannon fodder throughout the game.

Scuttlers: Torso

This creature takes the form of the top half of a dead human. It drags itself across the floor in a handicapped fashion leaving a trail of shiny slime behind is as its torn hips expel gasses and stomach lining.

Its battered head hangs off the neck in a failed struggle to hold itself together to see where it's going. The torso-drag is the slowest moving enemy and at first sight appears too weak and disabled to any sort of damage to anyone.

If the victim gets too close to this opponent it will come to life and raise its head quickly showering tis target with acidic vomit.



Scuttlers: Rogue

The rogue scuttler has similar attributes to an athletic scuttler found in The Thing 1. It is quick paced an can leap up to 5 metres at a time from a running start.

What sets this creature apart from its predecessor is its ability to scale walls and ceilings. The rogue scuttler can either climb up a wall or leap to it from the ground.

From this vantage point it can run along the wall, climb up it and switch to the ceiling or perform an ambitious leap to get to the ceiling. It can attack from all three vantage points by leaping at its opponent using its sharp frontal spikes as penetrative weapons.

As this model is a scuttler and doesn't use the burst out system. It will be relatively cheap and will provide the player with cannon fodder throughout the game.

Burstouts: Human

The human beast resembles its human form with a few abnormalities and distortions. It has a slightly contorted face, sunken eyes and a dislocated jaw. It is only distinguishable when facing the player and could visual pass for a member of your team when his back is to you.

The true power of the human beast is its ability to continue to function like a human being. It can operate machinery and use all human weaponry it finds whilst still retaining the enhancements of a thing beast. It has though armour.

The human beast will learn the ability to become a mobile spawner, capable of shooting out rogue scuttlers. When it performs this spawning action the human beast places its hands on the edges of its rib cage and pulls them apart to release a scuttler.

This model has the beast features folded away inside. Bones control the seam.

Once the upper body of its host has split open. The clinger beast uses its sticky tentacles as grappling device, this creature shoots to the ceiling after bursting out leaving its lower body behind in a heap of blood and guts on the floor beneath it.

The primary attack requires its victim to join the beast on the ceiling. The range of the creature is any target directly below them within a 2 metre radius and victims can be sucked in using either its outstretched limbs or the lengths of intestines that hang from its ripped torso.

Once the victim is caught they are lifted off the ground and dragged towards the sharp teeth built into the tear in the upper body of the beast.

The in game model will use procedural tentacles generated in code. The tentacles will be positioned using the current mound point system.

The sonic beast is an extremely tough opponent. When exploding to life from its human host it tears through the upper back creating a new upper body and mouth. The hosts legs and arms become the four legs. The hosts head is left screaming and spraying deadly acid.

When encountered, this creature bends forward slightly and expels a deafening scream, sending shock waves out from the centre of its radius. This will be represented visually and audibly. Leaving the player and his NPCs deaf with only the sound of their own breathing and heart beat.

With everyone paralysed, the beast is free to move in on its victims using a combination of devastating melee attacks.

This model will use special shaders to create the effect of translucent skin. The beasts internal organs will be seen to swell and vibrate when a sonic attack is imminent.

◀ LEFT: Original BioBeast design from the initial pre production stage.
▼ BELOW: Stage 1 BioBeast which is slower moving and doesn't have multiple attack capability.
RIGHT: The fully evolved beast equiped with acid spray and poisonous gas. ▶

Burstouts: Biobeast

The bio beast is a decaying distortion of its original host. It is formed from bacteria and other hybrids within the human body and can attack in a variety of different ways.

Its primary attack is a projectile vomit as it expels toxic liquid from its main orifice. If contact is made with the face it will blind and cause damage to its victim.

After reaching its second stage of evolution the bio beast gains new attack methods. When performing a projectile vomit the highly potent slime causes involuntary vomiting within a given radius of its target as well as damaging and blinding anyone it hits.

This model will make good use of multipass texturing such as specular, gloss and bump mapping.

◀ The tunnels are very dangerous due to their decayed state. This is ideal for falling rubble and rubble SFX to add movement to the environment.

Environments: Service Tunnels

The service tunnels are left over from the construction of the Enco refinery and gas pipeline. They would once have been bustling with engineers working shifts and living in the bunkrooms that stem off the main tunnel.

As the player enters the service tunnel they will notice immediately that the structure has been badly damaged. The lower walkway is partly inaccessible and the best route to take is the raised catwalk.

The tunnels will eventually lead the player to the refinery town. The tunnels also serve as a good environment in which to teach basic player controls and combat.

Environments: Refinery Town

The settlement is a very isolated place mostly constructed of makeshift porta- cabins. Sharp rocks and ice from the coastline jet out into the huge expanse of the Artic Ocean. The refinery can just make out in the distance.

Man-made jetties that stretch out into the steel grey sea complete with oil and gas derricks that are pumping great plumes of fire and smoke into the air. The town is rundown. It is designed purely to be functional with no though paid to architecture or aesthetics.

The town is inhabited and as a result there will be a lot of mechanical movement from the refinery as well and smoke and light emitting from the cabins.

Environments: Enco Refinery

Freezing water gently washes against the icy edge of the refinery as steam pours from the vents and pipes. The team work their way through the exterior of the facility looking for remnants of activity.

Shooting the pipes cause burning steam to flow from the pierced points in the structures, slowing the attack of the beasts. After some time the beasts make a strategic decision to abandon their attack and they retreat into the distance.

The refinery is comprised of several levels plus the exterior space. The oil rig workers have been either infected or slaughtered. This level will need key shock and gore sites.

These creatures are usually end of level bosses. They are large and powerful and can take up an entire room or even be part of the room integrated into the architecture.

They can have tortured humans imbedded in them, slashing with tentacles, biting, picking the game characters up and ripping them to bits, projectile weapons and fluids.

They are not very mobile and most of the time confined to the room that you meet them in.

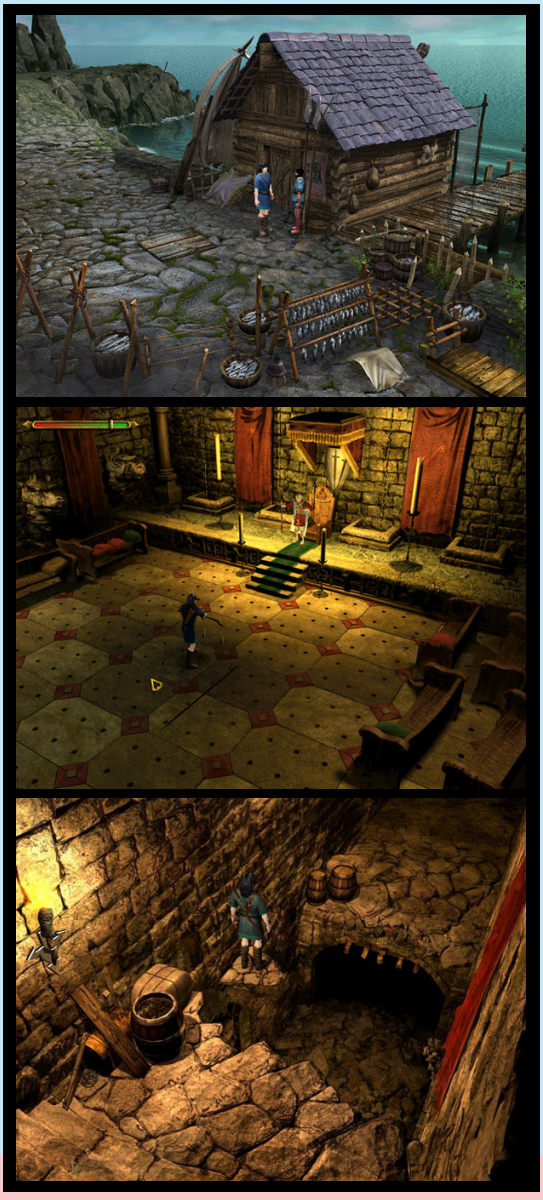
ain bulk
Due to the size of these models the main bulk of the rupture will be static level geometry with only the weapons being skinned objects.

Thorgal: Odin's Curse

Developer Cryo Interactive
Genre Adventure

Thorgal: Curse of Atlantis (also known as Thorgal: The Curse of Odin) is an adventure game released in 2002 for Windows. It was developed by Cryo Interactive and published by Le Lombard. The planned PS2 version was never released. The game is based on a comic book character created by Jean Van Hamme and Grzegorz Rosiński.

The player assumes the role of Thorgal, a mighty Viking warrior and descendant of Atlantis, who uncovers a magical artifact which allows him to see his own future.



Tidal Riders

Developer Crytek
Genre Sports

Tidal Riders is a cancelled racing/sport game that was in development by Bungarra Software in 2001/2003 for the PS2. The player would have been able to ride around the globe in various and different tracks, to race against the AI or to reach new high scores in trick mode.

It seems that Bungarra tried to find a publisher for the project but without luck, and even in 2004 they signed a PAL territory Publishing Agreement with XS Games to release the game in Europe, but something went wrong and as far as we know, Tidal Riders was never released in the end.

"unseen64.net"

World's End

Publisher Princess Soft
Planned release 2004
Genre Adventure

World's End is an adventure game based on the manga World's End, published by Princess Soft, which was cancelled before it was released.

In the game, players would control Toshihiro Fujizawa, a newcomer to Sweet Fish Productions. In his new position, he would work under his older sister who happens to be the company's talent manager.

Tidejackers

Developer Computer Artworks/Sales Curve
Genre First-person shooter

Tidejackers, also know as Tide Jackers, was a first person shooter that was in development at Computer Artworks Ltd / Sales Curve Interactive, for PS2, Xbox and PC. The project was cancelled when the company was closed down.

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Time Traveler

Developer Sensory Sweep Studios
Genre Action

Time Traveler is an action game that was in development in 2003/2004 at Sensory Sweep Studios. From the only video that remains from the project it seems that the player would have been able to go back in time to the Titanic disaster, to change the history. It is unknown if the Titanic was the scenario for only one of the various levels of the game, or if all the missions would have been set in the ship.

This project could have also been a proposal concept for an early PS3 game, with a prototype build created on their PS2 engine.

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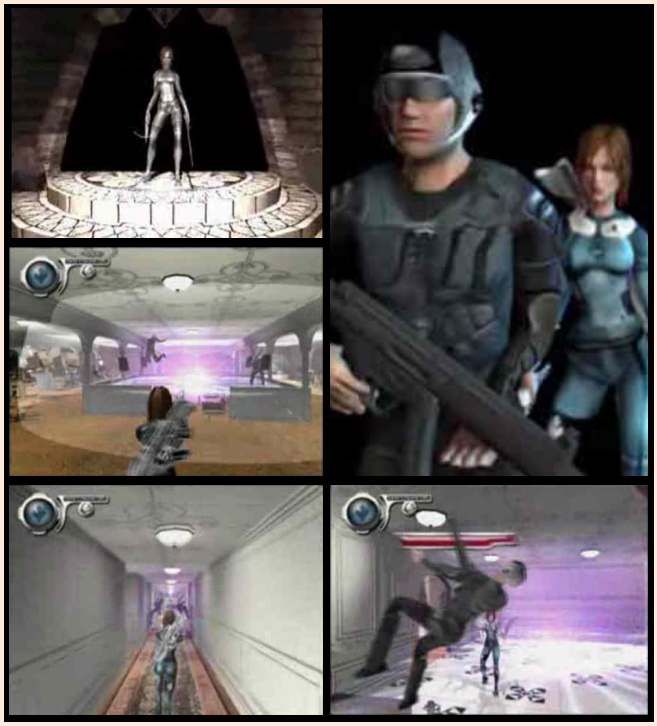

WSC REAL 08: World Snooker Championship

Developer Blade Interactive
Publisher Koch Media
Planned release (eu) July 4, 2008

WSC Real 08 is a pool game developed by Blade Interactive and published by Koch Media exclusively for Wii. It was later released for Windows, PS3 and Xbox 360 under the name WSC Real 09: World Snooker Championship. The game was most likely never ported to the PS2.

TinTin

Developer Appeal
Genre Action

Before going bankrupt, Appeal, the same software house behind the unreleased Outcast II, developed a prototype for a new action game based on the Tintin comic books:

From the Franck Sauer's website:

"After the Outcast II debacle, we were offered a share buy-back option by our publisher (Infogrames) in exchange of a new preproduction contract around a Tintin game. As we had to keep our studio alive, we bought back the shares at a nominal price and got the contract started.

We had developed some nice technology for the Outcast II game and, although it was still far from being complete, we had enough to prototype a Tintin game.

The budget was tight and the timing was short, so we tried to reuse a number of resources from the Outcast II prototype and build on top of that. The game was to be fully 3D exploration with some action scenes and mini-games.

In the end, Infogrames did not manage to sign a license deal with Moulinsart (The company that holds the Tintin rights), and we finally got bankrupt the same year and closed the studio."

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Turok Evolution Sequel

Developer Appeal

The original Turok: Evolution is a FPS developed and published by Acclaim Entertainment for the GameCube, PS2 and Xbox in 2002. After Evolution, a small Acclaim team was trying to work on a direct sequel, but the project never got off the ground so they soon moved on to other projects. Only few artworks remain from this Turok Evolution sequel. When Acclaim was closed, Turok vanished from the gaming scene untill Disney Interactive Studios purchased the rights to the Turok franchise.

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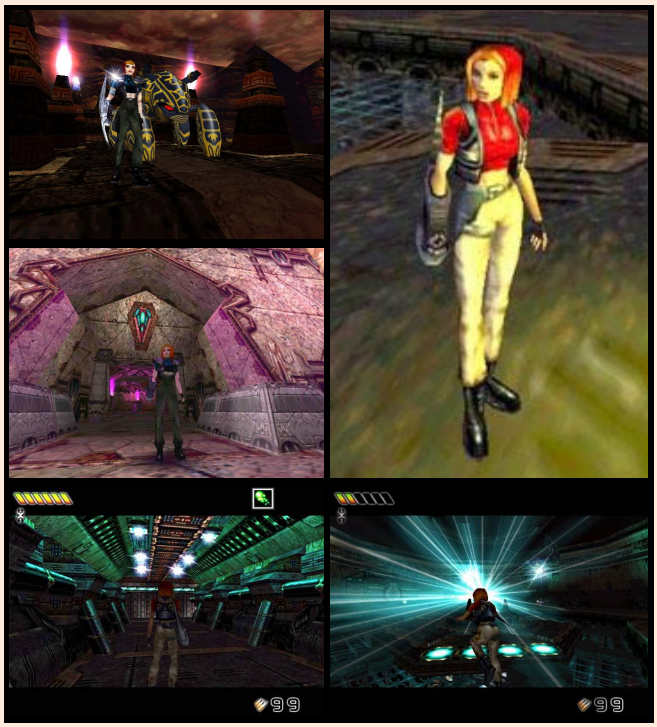
Titanium Angels

Developer Mobius Entertainment
Publisher SCi Entertainment
Planned release Q4 2000/ Q3 2001 /2002
Genre Action-adventure



Titanium Angels is a cancelled third-person action adventure that was in development in 2000 by Mobius Entertainment (now known as Rockstar Leeds).

Titanium Angels is set in the near future, when three different alien factions and the various earth governments are competing against one another to assume control. Blake, who is part of an elite mercenary group known as the Titanium Angels, takes on a routine mission to assassinate a military dictator named Elegia Fury. As her mission continues, Blake follows Fury to the alien planet Reath and finds herself being drawn into a grand conspiracy.

Alongside the general action gameplay involving elements of exploration, combat, and stealth, Titanium Angels would also feature a extensive cooperative element. Through various portions of the game, the game's lead character, Carmen Blake, would have access to the spiderlike vehicle known as the Titan - and players could choose to ride and use it in battle. Titan would be able to perform a variety of moves, including running, jumping, and gliding. The vehicle was also equipped with heavy artillery, which as used to dispose of the wide variety of enemies that oppose Blake. The game would feature a sniper mode where players would have the ability to lock on to enemies and circle strafe around them.

As players progress across the gameworlds, they would have the chance to acquire items and accomplish feats that expand Carmen's range of skills and abilities.

The game would feature 16 levels of play, a wide range of weapons, and several multiplayer modes, including a species biography for the creatures of Reath.

The game would use a 3D engine that keeps polygon counts high while adding frills like volumetric fogging and physics engine. The engine could also render a variety of environments. Also, like Quake 3, the game featured bezier patching that lets the engine curve otherwise blocky surfaces subtly. Mobius promised that explosions and other special effects would be easy to write into the proprietary graphics engine, and that they should not only look real but also feel substantial. Titanium Angels' characters was also given special care too, and they were animated using accurate skeletal vertex models that allowed for different unique motions.

Titanium Angels was cancelled after two years of development when Mobius was purchased by Take-Two Interactive. In april 2004 the studio was officially renamed Rockstar Leeds.

Toon Army

Developer Brat Designs
Genre Action

Toon Army is an action game, developed by Brat Designs, which was cancelled before it was released.

The game aimed to put a new spin on World War II shooters by presenting the game in a cartoon-style world.

Top Gun 2

Publisher Titus Software
Genre Action, Simulation

Top Gun 2 is a simulation game, published by Titus Software, which was cancelled before it was released.

Tsuushin Shanghai

Publisher SunSoft
Genre Board, Puzzle

Tsuushin Shanghai is a puzzle game, published by SunSoft, which was cancelled before it was released.

Touge no Battle

Publisher Ecseco
Genre Racing

Touge no Battle is a racing game, published by Ecseco, which was cancelled before it was released.

Title Defence

Developer Climax Studios
Genre Sports

Title Defense is a cancelled boxing game that quietly cancelled in early 2001 for unknown reasons by Climax Studios.

In the game, players could match their abilities against a CPU or human opponent in an Exhibition Match, practice their skills in Sparring, replay an already-fought two-player game in Shadow Mode, or fight for the championship belt in over an entire Career. An AI system would offer different boxing styles and the ability to adapt to user reactions, while their trainers would offer legitimate real-time tips and hints on how to defeat their opponents.

Other features would include a broadcast-style presentation, a full-on facial damage system, and motion-captured boxing animations that was supported by 5000-polygon models.

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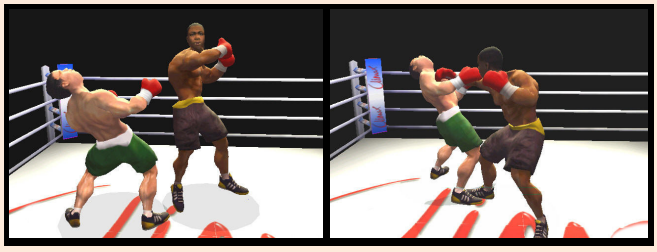


X10

Developer Warthog
Publisher Conspiracy Entertainment
Genre First-person shooter

X10 is an first-person shooter, developed by UK-based Warthog and published by Conspiracy Entertainment, which was cancelled before it was released.

The game would see players assuming the role of a soldier who is under strict instructions to explore the world of X10. Enemies in the game would include warring military factions and deadly predators indigenous to X10.

Tom Clancy's Ghost Recon: Island Thunder

Publisher UbiSoft
Genre Tactical shooter

Tom Clancy's Ghost Recon: Island Thunder is an expansion pack for Tom Clancy's Ghost Recon, released for Windows and Xbox.

The stand-alone release was cancelled for the PS2, but the expansion was added to Tom Clancy's Ghost Recon: Jungle Storm.

Tom Clancy's Rainbow Six: Vegas

Publisher UbiSoft
Genre Tactical shooter

Tom Clancy's Rainbow Six: Vegas is the sixth game in the Rainbow Six series. It was released for the Xbox 360, Windows, PSP and PS3. The planned PS2 version was never released.

The game's storyline follows a new team that is dispatched to Las Vegas, Nevada to defeat international terrorist Irena Morales and her army of mercenaries that are repeatedly attacking key locations in the city.

Trophy Bass

Developer Sierra Entertainment
Publisher Sierra Entertainment
Genre Sports

Trophy Bass is a sports game, developed and published by Sierra Entertainment, which was cancelled before it was released.

The game would have been part of the Trophy Bass franchise.

Tom Clancy's Rainbow Six: Rogue Spear

Publisher UbiSoft / Red Storm Entertainment
Genre Tactical shooter

Tom Clancy's Rainbow Six: Rogue Spear is a tactical first-person shooter developed and published in 1999 by UbiSoft Milan and Red Storm Entertainment. It is the sequel to 1998's Rainbow Six game based on the Tom Clancy novel of the same name.

Rogue Spear is based on the same game engine and features gameplay and presentation similar to that of the original Rainbow Six. The game pits the counter-terrorist unit, Rainbow, against global terrorist organizations that in some cases have taken hostages or have armed themselves with weapons of mass destruction. Rogue Spear focuses on realism, planning, strategy and teamwork.

Tom Clancy's Rainbow Six: Rogue Spear was released for Windows, with versions for the Mac OS, Dreamcast, PlayStation, and Game Boy Advance released later. A PS2 port was also announced at the time, but it was later canceled.

Tom Clancy's Rainbow Six: Critical Hour

Publisher UbiSoft
Genre Tactical shooter

Tom Clancy's Rainbow Six: Critical Hour is the fifth game in the Rainbow Six series, and was released March 14, 2006.

Critical Hour received a mixed reception due to its relatively small amount of content, although it was praised for following the roots of the first games, unlike Lockdown. Following poor sales its planned later release in Europe was canceled, as well as a port of the game for the PS2.

Tonic Adventure

Developer Appeal
Genre Action

Tonic Adventure is the cancelled sequel to Tonic Trouble, a 3D platform game developed by Ubisoft Montreal and Ubisoft Montpellier, released in mid 1999 for N64 and Windows. Tonic Adventure was in development from 1999 to 2000 (perhaps for Dreamcast or the soon-to-be-released PS2) by the same team that worked on the original game and Rayman 2, but it seems that the project was canned in early development, maybe because of low sales and mixed reviews of the first TONICT.

The only known remnants of this game are pieces of concept art created by Ubi Soft artist Yann Jouette.

One can speculate that after Ubisoft found out that Tonic Trouble would have not been a popular IP as they planned, they switched resources from Tonic Adventure to more marketable games as Rayman M and Rayman 3.

"unseen64.net"

Tornado Alley

Developer Brat Designs
Genre Action

Tornado Alley is a cancelled action game that was in development by Atomic Planet in 2002/2003 for the PS2, GameCube and Xbox.

The official press release explains the gameplay for the game; the player would have to take control of one of a Tornado and guide it to do as much damage as possible, without running out of wind power.

To keep the twister alive players would had to follow the contours of the landscape, watching for thermals and building up the power of the cyclone with the right balance of warm and cold air. Cars and trailers could have been picked up to give ammunition to the vortex, to be churned around inside before being spat out with huge destructive force.

The gameplay may have been similar to Katamari Damacy and Thornado (DS).

The project was never released for unknow reasons.

"unseen64.net"

Tomb Raider: 10th Anniversary Edition

Developer Core Design
Publisher SCi / Eidos
Genre Action-adventure

After Tomb Raider: the Angel Of Darkness had been considered a failure, Core Design. in 2004, came up with a new Tomb Raider Project. The project known as "Tomb Raider: 10th Anniversary Edition" aimed to recreate the original Tomb Raider game released in 1996 including various enhancements and extensions to the original game. Core developed their version of Tomb Raider: 10th Anniversary Edition for approximately 9 months until it was cancelled early June 2006 by SCi. A trailer for the unfinished game emerged on the internet, later that week Eidos officially confirmed the game had been cancelled. Following these events, Crystal Dynamics developed their own Tomb Raider: Anniversary game which released in 2007.

Interview by: PlanetLara with former Artist Richard Morton. (24th July 2007)

"It was a strange time really, we'd just finished Free Running for PSP/PS2 and had developed a really good control system and camera, we started messing about with a Lara model on the PSP in the Free Running engine and the idea of 10th Anniversary was born. We suggested it to Eidos who allowed us to develop it, but when Core was sold to Rebellion it seemed like they didn't want the franchise to go 'out-of-house' hence the cancellation of our project."

It is confirmed that PC/PS2 versions were in development. However, the existing leaked footage and in-game screenshots have been confirmed to be taken from the PSP version. The trailer which leaked from an unknown source seems to show various different builds of Tomb Raider: 10th Anniversary Edition.

Some sequences in the trailer are from builds later than others. Both Core Design and Crystal Dynamics were working on separate games (Core Design – Tomb Raider: 10th Anniversary Edition, Crystal – Tomb Raider Legend). Eidos (the game's publisher at the time, now Square Enix) requested Core Design to alter their Lara Croft model so it looks similar to the Lara Croft model used in Tomb Raider: Legend. This is why the Lara Croft model seen in early prototype versions of Tomb Raider Legend is very reminiscent of the one seen in Core Design's Tomb Raider: 10th Anniversary Edition.

The June 2006 press releases from Core Design:

"Following speculation on the internet, we would like to offer the following clarification.

The video of Tomb Raider: 10th Anniversary Edition that appeared on certain sites was an unauthorised release of an internal presentation of a game that was being developed by Core Design until very recently. It was running on PSP and used a Core-developed engine. However, following a recent review this project has been officially cancelled by SCi.

Core is alive and well and working on some great new projects, and we are still planning to announce some exciting news very soon!"

By Eidos (Larry Sparks, Head of Brands Management at Eidos) – June 16th, 2006

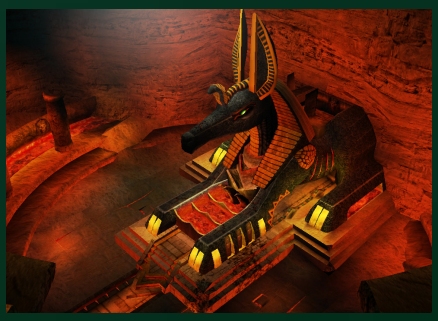
"Eidos Interactive, one of the world's leading publishers and developers of entertainment software, confirms today that they are developing a special '10th Anniversary Edition' of Tomb Raider.

The new game is being developed by Crystal Dynamics, who recently launched Lara Croft Tomb Raider: Legend on Xbox 360, PS2, Xbox, PC and PSP, with versions on Nintendo DS, GBA and GameCube later in 2006.

"Our '10th Anniversary Edition' of Tomb Raider, is a one-off title to celebrate both Lara and Tomb Raider, it will appeal not only to the loyal fans of the Tomb Raider series but will also attract a totally new audience.

Tomb Raider originally launched in 1996 and is still one of the best selling videogame franchises of all time, with over 30 million copies sold.

The special '10th Anniversary Edition' of Tomb Raider will be available on PlayStation 2, PSP and PC."



In 2016 an interview with Gavin Rummery was published by arstechnia. It provided some details as to how the game started and speculation as to why it was cancelled:

"He put the pieces together in his head and pitched Eidos/SCi (SCi having taken over Eidos in 2005). They loved it, so a team of Tomb Raider veterans at Core set about remaking the original game in the new engine. It was going well, Rummery recalls—both looking and playing great. But Crystal Dynamics didn't want Core back in the picture, and the American studio built a rival demo.

They convinced whatever the politics in SCi was like that it made more sense to just keep it all in one studio. Keep the franchise in one place. And so ours was killed, and you'd have never heard if it hadn't been leaked by someone."

Steve Pritchard (Producer) responded to Gavin's claims with the following:

"No worries. It was a tricky time in the studio when Crystal were doing Anniversary – a lot of hard work had gone into that idea and to have it taken away and handed to Crystal was a painful thing.

Crystal Dynamics are in no way at fault for this – Eidos had become SCi at this point and that whole Eidos/Core/Tomb raider multi-brand was something that hung a little heavily around a few necks. Someone, somewhere, realised that handing a TR title back to the now-not-Core guys would have seemed like a strange commercial move, and with CD having a lot of cool tech all ready to go, it was a straightforward choice for them.

Yeah, it was a massive, massive kick in the nuts for those of us who had done a lot in a very short space of time to get Anniversary running, but from a business perspective it was understandable.

Gav was right to be angry about the way the whole thing unfolded and he's also right in saying that SCi were up for it – Ian Livingston grinned a smile a mile wide when I described the concept as a "director's remastering" of the original, with additional content filling out the whole TR1 game. So yes, it was a winner and yes, at the time it looked like me might claw it back. But someone, somewhere realised the media issues that might arise from the old Core lads doing another Lara game . . . and that was where the split began, not with CD.

I put more hours into the Core version of Anniversary than anyone else on the team – production tend to do that – and as we had such a small team most of what is seen in the leaked video was stuff I pulled together across a couple of evening shifts, the thing cut together by Gaz Tongue later. We were all gutted when the project went away. Projects do, all the time, but this one really felt like the last chance to grab back a bit of TR.

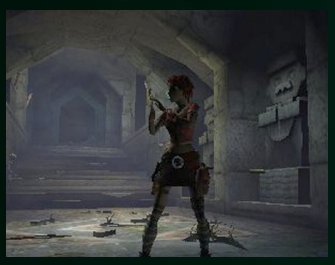
The last presentation to the SCi board had Gav and I demoing the Playstation version AND the PSP version, both of which had co-op gameplay in it. They were rough around the edges, still some way from alpha, but if you knew the original game well you could see where we had added real fan service, extra content and just cool stuff that expanded on the original narrative. It felt good to show off, it was received well, but that last presenta-

tion had us re-introduced to Toby Gard and some of the CD team who were there to see it. Two days later we got the news that they were going to do the Anniversary project, using their engine and tech from TR Legend. And that was that.

Horrible end to the story but I find it really difficult to lay the blame at Crystal's door. SCi made the decision, and they really weren't very good at decisions. They are not there for good reasons.

Not too long after that the studio was sold to Rebellion, Gav moved on and I ended up running the show for the next 18 months to two years. By then Core were a bit battered and bruised and being asked to shift their skills to "quick and dirty" work that was almost outsourcing saw all the talent start to pour away to other companies. "Corebellion" fought on for a while but the writing was on the all by then."

"unseen64.net"



New feature for the game was the idea of pole swinging, absent in the original. It also had the concept of 'ledge-hopping,' as was seen in Legend. Coincidentally, Core introduced cross-hair targeting, which they later discovered was also being used in Legend. Core were also including a brand new extended final level, where Lara would battle a Huge Atlantean War Machine as Atlantis crumbled into ruins. As special features, a documentary, concept art, FMVs and character models from the original game would have been included. Nathan McCree would have developed a new score, and Core had originally planned on using Jonell Elliot to voice Lara, though they never reached the recording stage.

TransWorld Surf

Publisher Konami
Genre Sports (?)
Serial number SLPM-65188

TransWorld Surf is probably a surf game. It is most likely a cancelled Japanese version of the Rockstar game with the same name.

Ultimate ATV

Developer Maxxis Electronic Magic
Publisher Metro3D
Planned release Q1 2004
Genre Racing

Ultimate ATV is a racing game, developed by Maxxis Electronic Magic for PS2 and Xbox, which was cancelled before it was released.

In the game, players could select from 25 real ATV vehicles licensed from different manufacturers, including Bombardier, Honda, Kawasaki, and more. Players could upgrade their ATV by adjusting steering, front and rear suspension, Maxxis-licensed tires, and colors of the vehicles. The game would feature 20 off-road worlds across Easter Island, the Great Wall of China, Mount Fuji, the Pyramids of Egypt, Tahiti, and many other locations.

The game would include one -to- four-player split-screen racing competition. Players could select from five different play modes, including Single Player Career: Motocross Mode, a closed course stunt racing competition or Cross Country Mode, open terrain freestyle racing action where players would choose from five standard ATVs and unlock 20 more. Arcade: Single Race Mode, Multiplayer Mode, and Time Attack Mode.

Trigun: The Planet Gunsmoke

Developer Red Entertainment
Publisher Sega
Genre Third-person shooter

Trigun: The Planet Gunsmoke is a cancelled action game/third person shooter based on the manga/anime with the same name, that was in development by Red Entertainment for the PS2.

The project was unveiled in 2002 in Sega's 2002 GameJam video. The unveiling consisted of a 20 second clip from the game, with multiple characters from the Trigun series. Since its unveiling, no word on development had come out by its developer Red Entertainment or publisher Sega. After so many years, it's clear that the game will never be released.

Red Entertainment also worked on Gungrave, a third person shooter heavily influenced by anime series and published by Sega worldwide in 2002. If it would have been released, it's possible that Trigun: The Planet Gunsmoke's gameplay would have been similar to Gungrave. Gungrave even had the same character designs by Trigun's series creator Yasuhiro Nightow.

"unseen64.net"

Ultimate Band

Publisher Disney Interactive Studios
Genre Music

Ultimate Band is a music game for the Nintendo DS and Wii. It is developed by Fall Line Studios, and published by Disney Interactive Studios. The planned PS2 version was never released.

Ultimate Band allows players to play guitar, drums, bass or be the front man or woman in a band.

Twisted Metal Black 2: Harbor City

Publisher SCE
Genre Vehicle combat

Twisted Metal: Black is the PS2 chapter of a series of car combat games, created by Incog Inc. In 2003 TM: Black was to have a sequel titled Harbor City, though it was never officially announced and the project was later scrapped.

Details on the Twisted Metal Black 2: Harbor City were revealed on the PS2 port of Twisted Metal: Head On: Extra Twisted Edition. The levels of Harbor City was originally planned to be greatly expanded and inter-connected with one another, giving a greater feeling of a single, complete world rather than stand-alone levels. Other than car-combats, Harbor City was going to have human characters in 3rd person, for more "personal" fights, similar to GTA, but with more emphasis on multiplayer deathmatches.

Because the atmosphere remained unchanged from Black, it seemed that the story was also to be set within Sweet Tooth's imagination.

According to bonus material on Extra Twisted Edition, the project was scrapped because most of the development team had died in a plane crash, but this is often cited as merely urban legend created to give the game a more "mysterious air" to it.

Four levels of Harbor City, albeit without the interconnection or interactiveness active, were included in TM: Head On, as a bonus feature entitled Twisted Metal: Lost, but those were just a small part of the original game.

A fifth level was planned. This level is known as City of the Dead and is unplayable due to some textures unapplied, some interactive elements unstable, and the spawning points not being one for each vehicle. It was the only level that contained a machine gun upgrade pickup, plus the ability to drive on the broken freeways but with invisible barriers keeping the player inside the map. There is a code that will "force" City of the Dead to be the only playable battleground, whether it be in Twisted Metal: Lost or Twisted Metal: Head-On.

Twerps

Developer Reef Interactive
Planned release Q2 2002
Genre Strategy

Twerps is a strategy game, developed by UK-based studio Reef Interactive, which was cancelled before it was released.

Twerps would be a fast-action 3D puzzle/strategy game in which players build castles and other structures out of building blocks and then do battle with opponents using weapons, twerps, and wizards. The game would begin in the Stone Age and evolves though a number of different eras, ending in the distant future. At any point in the game, players could choose which units they want to use the resources for, similar to the building aspect in Command & Conquer. Once new units are completed, players could place them within the castle structure wherever they want. The specific combination of bricks players use when building their castles would determine the fort's integrity and energize their twerps, wizards, and artillery through the ages of evolution.

There would be a wide range of game modes available in Twerps. For example, the game would feature a story mode that takes players through a professor's research of a mysterious island where several eras exist and overlap. The puzzle mode included about 47 puzzle maps where players have to build certain a structure with a minimum number of bricks or help the twerps finish building a bridge so they can cross a river. The competitive mode could be played either online or against someone on the same console. Twenty different battle maps was planned to be featured in this mode. Each player needs to establish a castle as quickly as possible and at the same time choose which strategy to adopt in order to defeat the opponent. Coupled with the fact that more than one player or opponent can be on a map, this sets the tone for wild multiplayer duels, both on PC and console platforms. Overall, players would come across various types of twerps, from workers who help repair the players fort to wizards, knights, and more.

Unnamed FPS

Developer Beyond Games
Genre First-person shooter

This FPS demo was a prototype for a game that was in development at Beyond Games, but was later cancelled.

The gameplay only consist of a man with a shotgun shooting at bats.

Urban X Tribe

Developer Infogrames/Atari Lyon House
Genre Action

Urban X-Tribe was an early prototype for an action game somewhat similar to Mirror's Edge, where the player would use Parkour moves to progress through the levels.

The game was in development at Infogrames/Atari Lyon House Studio in 2002/2003 for the PS2, but it was soon cancelled for unknown reasons.

"unseen64.net"

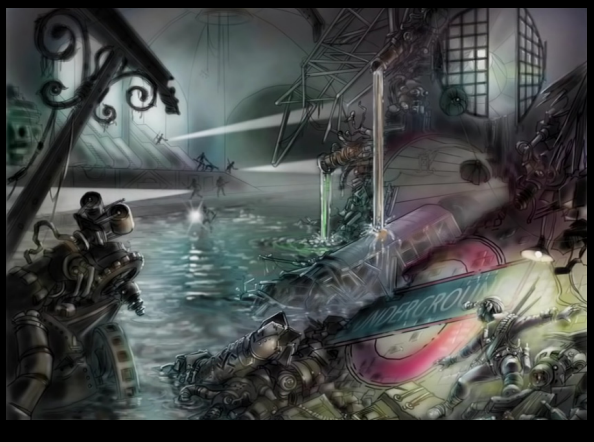
Underground

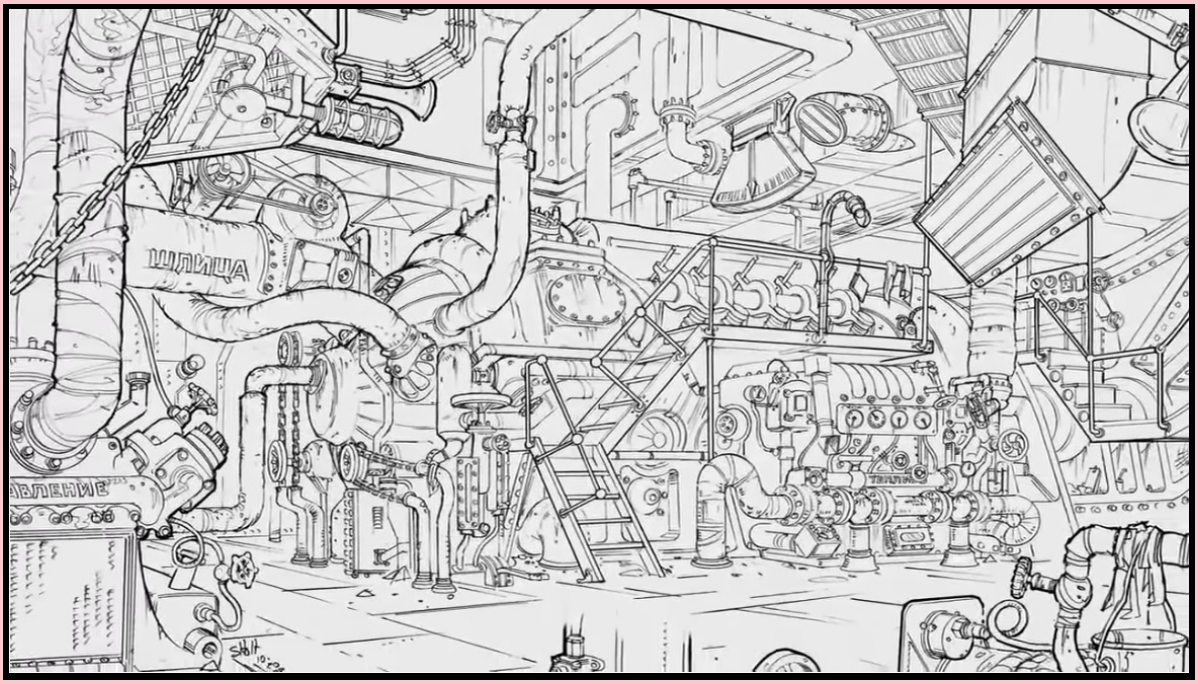
Developer Volition
Genre Action-adventure

Underground is a cancelled action / pseudo open world game that was in development by Volition for the PS2/Xbox.

The game was set in england and players would have took control of a thief, free to explore the city and to decide what and how to steal.

Undergound was in development for about a year, but after the release of GTA 3, Volition though that their project's quality was not up to the expectation that gamers had from an open world game and decided to stop working on it.





Untitled Fantasy Multiplayer Game

Developer Atlus
Genre Third-person shooter

In 2000 Atlus was working on a fantasy themed multiplayer game for the PS2, but it is not know if the project was ever released.

A excerpt from a PSM magazine showed a single screenshot from the game:

PS2 Networking Secrets

The original PlayStation link cable might not have been the least supported peripheral of all time, but it wasn't far off. That fact isn't keeping the concept from re-emerging on PlayStation2, however, and it may in fact even be taken to new extremes.

It's already been revealed that From Software's upcoming mech action game Armored Core 2 will use a standard i.Link (IEEE 1394) cable to connect two PS2 consoles for head-to-head network play. However, at Tokyo Game Show, Atlus was evidently using at least one of the system's many I/O ports to form a four machine LAN (Local Area Network) network for its yet unnamed fantasy action/adventure game.

We say "evidently," because the systems being used for the demo were completely hidden from view and booth officials wouldn't comment on how the network was being achieved. It's possible that this was simply a test of online play using hard wiring, but the fact that multiple PS2s can be linked together like a standard PC network is certainly intriguing nonetheless.

Atlus didn't have much to say about its new fantasy-themed multiplayer game, but it looks to be one of the first to enable more than two PS2s to be networked together.

Unsung Heroes

Developer SCEA San Diego
Genre Action-adventure

Unsung Heroes was an action-adventure game that was in development at SCEA San Diego from 2002 to 2004, but the project was later cancelled when half of the team was laid off. There are almost no informations about the game, but from the few screenshots that remain, one can speculate that it was going to be some kind of super-hero game set in a sandbox world.

In 2007, developers of Sony San Diego tried to resurrect the project. Though this was usuccessful. The developers released a video presenting a PS3 demo of the game.

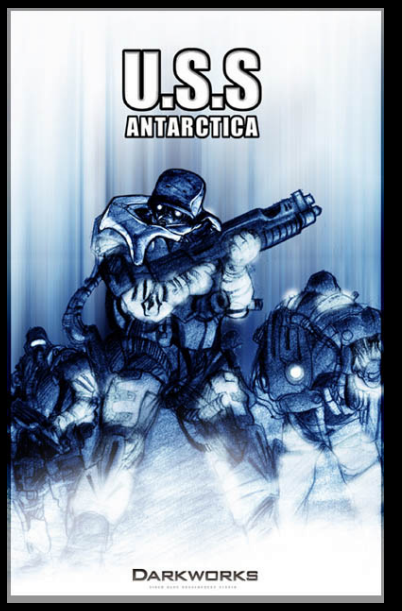
"unseen64.net"

USS Antarctica / Lost Mantis

Developer Bullfrog studios
Planned release 2005
Genre Action

USS Antarctica, later called Lost Mantis, was an action adventure game in development at Paris based Darkworks Studio for the Xbox and PS2 from 2001-2003. Even though Capcom first announced the title in 2001, it was later cancelled for unknown reasons.

While a playable build never surfaced some concept art from the project was released to the net.



Zombie Revenge

Publisher Acclaim Studios Teesside
Genre Beat 'em up, Shooter

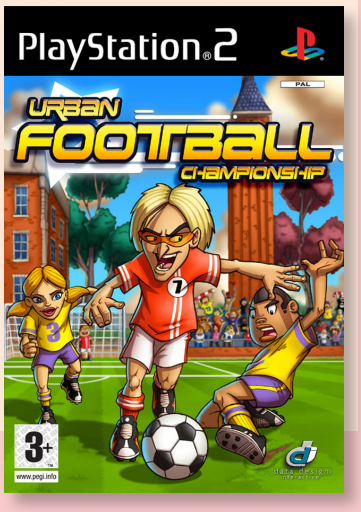
Zombie Revenge is an arcade and Sega Dreamcast game released in 1999. Armed with their fists, feet, and whatever weapons they should find along the way, players are tasked with ridding an unnamed city of zombies.

This game also serves as a spinoff to Sega's popular House of the Dead series of light gun games and contains numerous references to its parent series. A port of the game for the PS2 was to be released by Acclaim Entertainment and ported by Acclaim Studios Teesside, but was eventually canceled.

Urban Football Championship

Developer Data Design Interactive
Publisher Phoenix Games
Genre Sports

Urban Football Championship was changed to City Soccer Challenge which is originally part of the Kids Sports series which consists of Kids Sports Hockey, Kids Sports Basketball & Kids Sports Football. Its unsure why the name was changed as Soccer clearly fits into the series, and all 3 games were published on the PS2 by Phoenix Games.



Vietnam: The Tet Offensive

Developer Atomic Planet Entertainment
Planned release (eu) March 25, 2005
Genre First-person shooter

Vietnam: The Tet Offensive is a first-person shooter set in the thirteen days of the bloody Tet Offensive in the Vietnam war. The game feature fatigue that players would have to worry about. Every action causes fatigue, and as a result players need to pace themselves. Combat ups the stress level, and physical damage not only adds to fatigue levels but also impairs movement and firing accuracy.

Oxygen released a few details early in development regarding their two upcoming titles, Vietnam: The Tet Offensive and SAS: Against All Odds. Vietnam: The Tet Offenseive, would features a state of the art damage system and historically accurate missions while SAS: Against All Odds would be a stealth-heavy tactical shooter based on contemporary European politics. Kevin Hassall, Publishing Director for Oxygen said in an early interview;

"With a mass-market retail price and full-price gameplay, with these as with our sports titles we're delivering quality and value-for-money to casual and dedicated gamers alike."

Atomic Planet MD, Darren Falcus elaborates;

"It is great to be working with such an ambitious, and fresh new publisher as Oxygen. Their philosophy of developing quality products at an impulse buy price point fits in nicely with our goal of creating great games for the mass market. After many years of development, we are finally reaping the rewards of our investment in our cross platform technology and tools which allow us to make games in a shorter timescale, whilst maintaining a high quality."

The game had no U.S. announcement for either game, though Oxygen confirmed that it would be dedicated a six-figure advertising budget to promote the pair of games in Europe.

The game was most likely cancelled. It was set to be released in UK on March to September, 2005.

Vectorman

Developer Pseudo Interactive
Publisher Sega
Planned release Q1 2004
Genre Third-person shooter

Vectorman was in development exclusively for the PS2 by Pseudo Interactive (known for their game Cel Damage), but it was soon cancelled for unknown reasons.

Originally produced on the Sega Genesis, the PS2 version of Vectorman gme would once again cast players as the modular superhero robot. Empowered with the ability to upgrade and change his parts, VM would have access to 15 different weapons and 25 various upgrades as he strives to rescue the planet Gamma 6 from an evil Orbot known as Volt.

The physics engine for the game would allow for destructible, fully interactive environments and and attachment upgrades. It would also feature an *"advanced artificial intelligence"* that instructs the Orbots to live and react realistically as they work and observe activity around them.

The game was to have been vastly dissimilar to the 16-bit games. Vectorman was rebuilt from the ground up with a new design and set of mechanics. Vectorman was no longer a bouncing set of green spheres held together by magnets, instead he was a powerful warrior-machine, capable of numerous abilities, attacks, and he's armed with a progressively growing arsenal of weaponry. Re-created as a third-person shooter capable of strafing, shooting and attacking in up-close melee, Vectorman was a veritable one-robot army. He was bulkier, build up, and strapped with a rocket pack.

Vectorman would be able to strafe, backstep, roll, flip, pick up enemies and objects, shoot and hover. His hips turn and his waist swivels, while the reticule stays nailed to its target. Using the left analog to move and the right to aim, he could run in one direction and fire in the other, which shows off Vectorman swiveling at the hips and moving his nimble robotic body in all sorts of contortions. When enemies are close, Vectorman would be able to use a ramming charge with his elbow, or he can kick them. He also could pick up and throw them.

Just like in Halo, players could use a gun in one hand and carry a grenade in the other. Switching back and forth from weapon to weapon was with L1. There are loads of guns too, ranging from simple guns, flame throwers, chain guns, grenades, grenade launchers, rocket launchers, and the Force Hammer. This special weapon creates an invisible force that thrusts enemies away. It's great for narrow ledges. The Force Hammer doesn't actually do any damage to enemies, but their impact on other surfaces does. It's especially good for large groups of opponents.

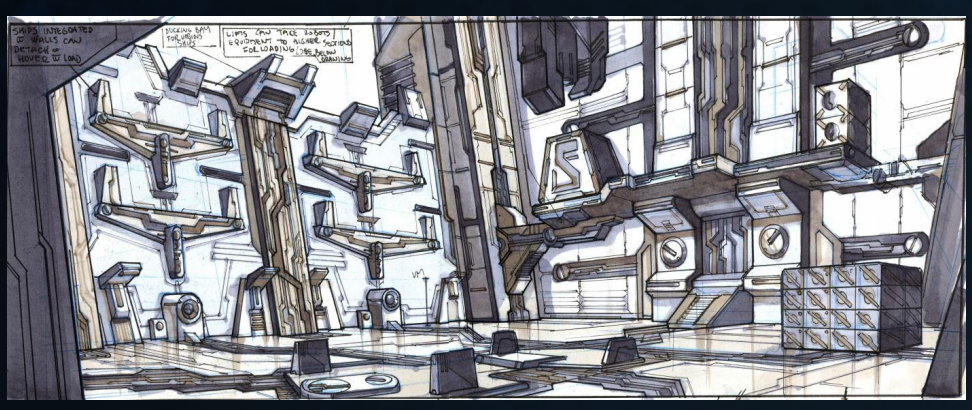
Mike Fischer, vice president of marketing, Sega of America, Inc. said in an early interview;

"Vectorman doles out destruction in spades. With a massive arsenal of circuit-shredding weapons and upgrades, things are bound to get messy. You'll almost start feeling bad for the Orbots. Almost."

In an E3 2003 interview Product Manager Cord Smith said;

"About a year ago, Pseudo Interactive came to Sega with a prototype of a new Vectorman. They came to us with this demo. We had been thinking about a remake, but they dropped this on us and we were very impressed. Initially it played a lot like Smash TV. It was quite cool looking. Vectorman ran around in time with this killer techno music, funking out, shooting and blasting everything in sight.

We're moving away a kid-



dy world, a funny low-key game from the past that served gamers well like six years ago. Gamers are now more sophisticated and serious, more intelligent. I think that people are looking forward to something different than what Vectorman was then. I feel like they want a darker, more deadly, kick-ass game. Vectorman, in this game, is a walking arsenal with attitude and style all his own. This game takes itself - the character, the level design, and the entire set of gameplay elements - more seriously than Vectorman of the past.

At first, the demo we saw was more of a platformer with shooter aspects, but we have evolved it over time into a shooter with platformer elements. Now it's 80% shooter, 20% platformer. The demo we show at E3 will be a test of sorts.

It may not be apparent now, but Vectorman's world of Gamma 6 isn't a human one. It's not earth in the future or a utopian vision. It's Gamma 6, a synthetic planet built by and for robots. It's not a human idea of what the future is, it's a world envisioned by the orbots, and so all aspects of the game 's design is constructed with their thinking process in mind. There are no chairs to sit on because Orbs don't need to sit, there are no computer monitors because robots don't need them either.

We want to create a living breathing world with tons of bots and creatures moving around, with ships flying in mid-air (that you can shoot) and repair bots that rebuild structures."

The game looks quite simple at the E3 presentation, because it was still so early in development. Smith explains further;

"Vectorman will look very different in just a few months. Tons of textures need to be added and many levels haven't even been fleshed out. What one can see is some initial particle effects coming into play, and certainly with the massive level of destructible environments, one will see lots of enemy chunks and structural bits flying across the screen. It's already moving quickly, ranging from 30 FPS and up, Sega plans to have it running at 60 FPS when all is said and done.

As the default vision keeper, my plan is to create a third-person shooter than has as many elements in the third-person shooter genre as possible, and to add the vision of the Vectorman universe to it. Whether it's by using grenades - temporal, magnetic, EMP or whatever kind - weapon upgrades, or by infusing the game with a bold storyline, we're going to bring the third-person genre to a new level with Vectorman."

After six months following their debuts, little or no information was released by the two upcoming Sega titles, Vectorman and Altered Beast. IGN contacted Sega of America for its official comment on the status of these games. A Sega representative explained:

"Altered Beast is still coming, it's just that with all the development studio reshuffling and other internal changes, our teams have been relatively quiet as we settle in. Look for things to take off again after Sonic Heroes comes out in January.

As for the other game, Sega has decided not to continue with the Vectorman project at this time."

The only remnants of this project are a batch of screenshots provided by IGN, some early alpha footage and a trailer which shows off Vectorman's new loadout (which includes both a jetpack and the grappling hook) and the effects that it would have on the environment, along with a brief snippet of the planned dark-techno soundtrack, which sound new and close to the original games' style at the same time.

Voodoo Islands

Developer Spirit / 10TACLE Studios
Planned release 2003
Genre Vehicle combat

Voodoo Islands is a cancelled open world action adventure that was in development in 2002/2004 by Spirit/10TACLE Studios for the PS2 and PC.

Voodoo Island would be a dark swashbuckling adventure on the high seas with focus on action oriented gameplay and a heroic background story.

Graham is a "Fallen Angel" type of hero character, charged with a crime he did not commit. On his quest to redeem himself he faces insurmountable odds of evil and sadistic enemies powered by demonic voodoo magic.

Taking the role of a pirate captain, players would set forth on the high seas, fighting against evil cannibals, hostile pirates and the omnipresent Conquistadors. The aim of the game was to control the Caribbean Sea. The game was not developed as a simulation, but with an arcade oriented gameplay.

The game would feature boat and land action, 20 quests, and eight player LAN and Internet gaming (for the PC).

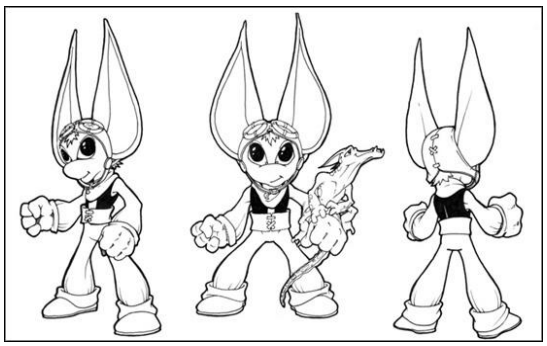
Voodoo Islands was said to have gone gold in 2003, but its release dates continued to slip, and production eventually altogether stopped on the title. The design team has since gone on to lighter fair as a developer of general-audience casual games.

Clip & Mischief

Developer Acclaim
Genre Action-platformer

Vexx is a game developed by Acclaim for the PS2, Xbox and GameCube and released in 2003. Vexx wasn't supposed to start like a single hero, it was supposed for the game to be a hero/sidekick thing, just like "Ratchet & Clank" or "Jak & Daxter"; their names were supposed to be "Clip & Mischief" then the previous idea was discarded and give space for the single hero idea, deducing that it was at that moment which appeared the idea of the hero with gloves, seeking for revenge. However, the main character had another name: "Jinx" or "Jinxed".

"unseen64.net"



Wingz

Developer	HanbitSoft, Joycast
Planned release	September, 2002
Genre	Shooter

A rail-shooter was being developed by Korean companies Joycast and Hanbitsoft supposed to be released in September 2002.

Players can rotate the camera horizontally in order to shoot the enemies behind or coming from the left and right sides. There are 4 characters playable with their own ship: Maxx, Gina, Bjorn and Anna. Players can buy and sell parts, including lasers, missiles, engines and shield.

The ship have unlimited homing missiles/energy weapons. There is a boss at the end of almost every level.

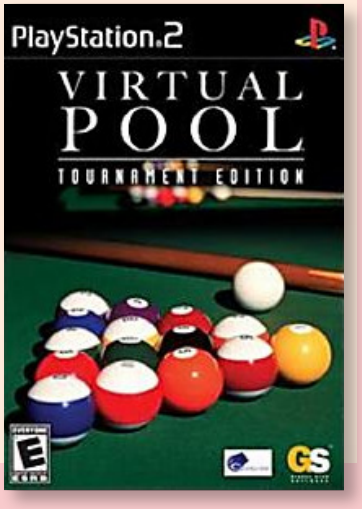
Four different betas versions were made available before the game was cancelled. The last beta is said to be noticeably more polished than the previous three:
- B2 is dated 2002-10-17 (one month after the supposed release)and has only 3 levels. The 3rd level crashes a lot, making it not possible to test if there's something after.
- B3 is dated 2002-10-25, it has 5 levels. The 5th level crashes after a few seconds of play.
- B4 is dated 2002-10-31.
No debug menu are present on the betas.

Virtual Pool: Tournament Edition

Publisher	Global Star Software
Genre	Sports

Virtual Pool: Tournament Edition is a spin-off sequel to Virtual Pool 3. The game features many of the same gameplay modes that were in the release of Virtual Pool 3, including 18 game modes. These modes include Snooker, 8-ball and 9-ball pool; but range to games like Honolulu and Bowliards.

The PS2 version was most likely cancelled.

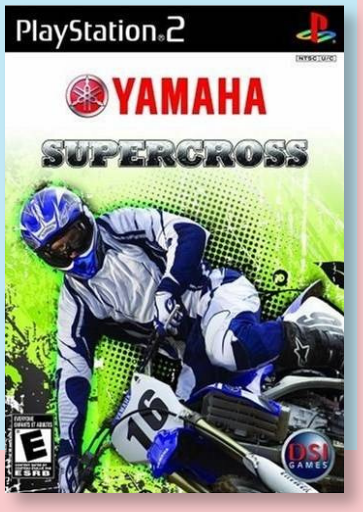


Yamaha Supercross

Publisher	DSI Games
Genre	Racing

Yamaha Supercross is a racing game released for the Wii, Nintendo DS and Windows. The PS2 version was most likely cancelled, even though a lot of information about it is one the net.

The tracks feature bumps, tight turns, tough terrain, straightaways, and triple-jumps. Players can perform a variety of tricks to score fan points as they progress toward the Championship.



Virtual Ocean

Developer AndNow
Genre Action-adventure

Virtual Ocean is a cancelled game from AndNow, the Virtual Ocean is a cancelled game from AndNow, the creators of the original Ecco the Dolphin on the Sega Genesis (the new Ecco for Dreamcast wasbeing designed by a wholly separate company). It was in development for the PC and planned for a PS2 port.

Virtual Ocean, a single and multiplayer adventure game, would takes place in the distant future. Players would take on the roles of highly evolved sea mammals such as Humpback whales, Orcas, and White side Dolphins and would cast magic songs on their enemies to stay alive and achieve their goals. The songs would *"protect your whale, heal the injured, and capture food and blast enemy sharks with sonic waves."*

In 1997 Andnow began work on two titles, a few central concepts were pertinent to their potential success. Those ideas were similar to such games as Pokemon and the PC's Creatures - community and organic evolution. With Andnow's PS2 and PC titles, Nooks and Crannies (also cancelled) and Virtual Ocean, the company's visionaries hope was to create games that players would take to like hobbies, integrating them into their lives far deeper than ordinary games.

The game sounds similar to that of the Genesis game, Ecco, where players take control of a dolphin and use soundwaves to kill enemies. But this game was more based around music, songs, and sound to affect the game.

Each whale species would have an unique set of songs, and can acquire new ones to grow in strength and knowledge. As an Orca, dolphin, or humpback whale, players would fight against predators, save friendly whales, and talk with others via "whale song." According to AndNow, a "text-to-whale-speech translator" would enable players to hear each other, send messages and even images to one another. Whales songs would protect players from attack, heal injured friends in the pod, capture food, and solve puzzles. When predatory sharks, the biggest threat to their existence, appear, players can use whale songs to blast them with sonic waves.

Players could control a variety of highly evolved cetaceans as they swim through magical seas. Battle predators, help save friendly whales, and communicate with others though the power of

of whale song. A unique text-to-whale-speech translator would let players "hear" whale talk. They would be able to send messages, images and maps. And the whales in the Virtual Ocean would have evolved songs of power. Songs can be used to protect the whale, heal the injured, capture food, solve puzzles, and blast enemy sharks with sonic waves.

In the multiplayer, players would be able to join whale sects, like alliances or real whale pods, each with its own unique objectives.

AndNow had plans for Virtual Ocean to support single and multiplayer modes. Since the PS2 was still being worked on, so AndNow couldn't promise that the feature would be in the final game, but they hoped Sony would have the tools available in time for Virtual Ocean's release. As an adventure game that's playable over the Internet, it was possible numerous players could join in. While AndNow hadn't determined the amount of players, those who join in would find that exploration and community are the central elements that compel players to reach the "end."

Ed Annunziata, Andnow's president, talked about their potential in an early interview:

"The vibe or inspiration of these games comes from...do you remember Sea Monkeys? It's from them. All for one dollar, you get one Nook, one Cranny, one shot gun and a year supply of food for your own personal planetoid, which is where you grow them, like in a laboratory. It's a lot like the Tribbles from Star Trek."

The ocean is two things simultaneously, it's a really gorgeous environment, and it's also very dangerous, alien and life-threatening. So, when do you see something so pretty and so deadly at the same time? It's a very compelling dichotomy. The whales and dolphins in Virtual Ocean have evolved songs into spells that can do any number of things.

Virtual Ocean is basically a role-playing game with an action interface. It's the kind of game that's so hauntingly beautiful that once you've seen it, you'll be compelled to play it."

From the original press-release for the game:

"Leave your human body at the shore when you enter the Virtual Ocean. Mankind is long gone, and the once noisy seas are now alive with the power of whale song. Whales and dolphins have become the new masters of a flooded world, filled with interesting behaviors, artifacts and terrain features to "fly" through and explore.

To exist in the ocean, you must learn the rules of the deep: how to hunt; how to fight; how to communicate and even how to breathe. You will discover alliances as a means to long-term survival. There's safety in numbers, and feeding is a lot easier when you belong to a pod. Whale speech has evolved into powerful songs which are used to communicate, defend, and explore. Powerful visual effects let you see sounds as whales do. Songs can also be used for attack and defense. Cetaceans may be the masters, but the Sharks are powerful too – and they have a slightly different point of view…

The ocean is a beautiful place, but it can also be dangerous.

Enter the Virtual Ocean to explore underwater and lurk among the dangers that exist. Communicate with other players with whom you can form an alliance. Protect yourself from the dangers of a Great White with teamwork. A unique text-to-whale-speech translator lets you "hear" whale talk. You can send messages, even images and maps. Whale songs are carried on sound waves in the Virtual Ocean, the way real whale songs are.

And just as real sharks can detect electrical currents for hundreds of miles around them, sharks in the Virtual Ocean also communicate using electropulses. The sharks in the Virtual Ocean have the ability to send and receive these electrical messages transmitted through the water."

Virtual Ocean never came to fruition; as it was cancelled along with several other Andnow games for PC and PlayStation in mid-2002.

"Marc Nix@ign.com"

War Judgement

Publisher Aruze Corp
Genre Action

War Judgement is an action game, published by Aruze Corp, which was cancelled before it was released.

XI Bakuhatsu

Publisher SCEI
Genre Puzzle

XI Bakuhatsu is a puzzle game, published by SCEI, which was cancelled before it was released.

Yamasa Digi World Series: Matsuri no Tatsujin

Publisher Yamasa
Publisher Yamasa
Genre Gambling

Yamasa Digi World Series: Matsuri no Tatsujin is a pachinko game, developed and published by Yamasa, which was cancelled before it was released.

World Pool Challenge '06

Genre Sports
Serial number SLUS-21472

World Pool Challenge '06 was apparently a pool game which was in development for the PS2.

"I could not find more information about this game other than a serial number. The 2007 edition of the World Pool Challenge was published by Sega, so it is possible that this would be a Sega release also."

Wild Justice

Developer Primythive Studio
Genre First-person shooter

Wild Justice is a cancelled FPS set in an "horror western" scenario, that was in development in 2002/2003 by Primythive Studio for the PS2 and Xbox. A playable prototype was created to pitch it to various publishers, but in the end Wild Justice had to be cancelled. If it would have been finished, the game could have been similar to Darkwatch, an horror wild west FPS developed by High Moon Studios and published in 2005.

Wild Justice was one of 4 prototypes that were created by Primythive, but it seems that the studio never found a publisher interested in their projects and had to close down without finishing any of their games. Only few screenshots and a teaser are known to exist from this project.

"unseen64.net"

Youkoso Hitsuji-Mura 2

Publisher Success
Publisher Success
Genre Simulation

Youkoso Hitsuji-Mura 2 is an Action game, developed and published by Success, which was cancelled before it was released.

The first game Youkoso Hitsuji Mura, also known as Shepherd's Crossing, is a simulation game that lets players create their own farm and experience a life living there.

World Neverland 3

Developer Riverhill Soft
Publisher Riverhill Soft
Genre Role-playing

A constantly changing world set in the republic of Pluto, World Neverland 3 was originally announced as one of the PS2's earliest simulations. Imagined as an MMORPG of the loosest sense, WN3's entire premise was based around the idea that players would simply live life as an ordinary citizen of Pluto. Everyday activities would include doing household chores, getting and keeping a steady line of work, getting married, and raising children.

World Neverland 3 was halted early in its development cycle as publisher/developer Riverhill Soft closed its doors a few months after announcing the game.

"ign.com"

Yourself!Fitness: Lifestyle

Developer Respondesign
Publisher Respondesign
Genre Sports
Serial number SLUS-21249

Yourself!Fitness: Lifestyle would be the sequel to the 2004 game, Yourself!Fitness, also known as My Fitness Coach.

World Neverland 3 was halted early in its development cycle as publisher/developer Riverhill Soft closed its doors a few months after announcing the game.

The follow-up would feature a number of new features.
Jason Leighton is the Chief Technical Officer at Respondesign explained in an interview;

"We're going to be addressing a lot of the concerns of our userbase. We're really going to get down into the science of fitness, so we can track a lot more variables, and have Maya respond in a more intelligent way, in terms of how your fitness program should progress."

Wacky Races starring Dastardly & Muttley

Developer Infogrames
Publisher Hudson
Planned release 2002
Genre Racing
Serial number SLPM-62089

This game was released on PS2 in Europe, but it was also scheduled for a Japanese release by Hudson in 2002. But that was obviously cancelled.

Transworld Skateboarder

Developer	Phoenix Games
Publisher	Phoenix Games
Planned release	(eu) January 26, 2007
Genre	Sports

Transworld Skateboarder is most likely a cancelled skateboarding game. A game of the same title was in development by Barking Dog Studios in 2001 The game was set to be released for the Xbox and possible PS2. The project was announced at E3 2001, when Infogrames unveiled 3 Transworld Games: Skateboarding, Snowboarding and Surf. In the end only the snowboard and surf games were released, while Skateboarding was cancelled, maybe because of the low scores and sales of the other 2 projects.

If the Phoenix Games version and the Barking Dog Studios is the same game is unknown. It may be that Phoenix Games bought the unfinished game from Barking Dog Studios but this is just speculations.

"unseen64.net"

Wreck'n Krew

Developer	DarkBlack
Genre	Action

Wreck'n Krew was an action game that was in development at DarkBlack for the GameCube, PS2 and Xbox.

The game would apparently be a mix between of Blast Corps, Power Stone and Bomber Man. The player would have take the role of a team of demolition experts hired to take on dangerous jobs, to destroy everything in the level and complete certain mission-based tasks within a time limit in order to unlock hidden areas, special characters, and the next location for destruction.

It seems that the developers had to close down, maybe because they did not find a publisher interested in their projects (this game and Asylum) and so Wreck'n Krew was cancelled.

"unseen64.net"

Wheelman

Developer Rat Bag Games
Genre Action-adventure

In 2005, Ratbag was working on an not-yet-revealed open world action game (now known to be the original incarnation of The Wheelman, developed by Tigon Studios and Midway Studios - Newcastle and published by Ubisoft in conjunction with Midway Games for the PS3, Xbox 360 and Windows. The game was released in March 2009 and stars Vin Diesel).

The game attracted considerable publisher attention, particularly from Midway, who was looking to boost their internal game development capabilities. On August 4, 2005, Midway Games acquired Ratbag in a deal worth $7 million, paid in the form of Midway shares to Ratbag's owners Greg Siegele and Richard Harrison. Ratbag was subsequently renamed to Midway Studios Australia. The deal was celebrated in the Australian development community, as publisher acquisition generally leads to greater stability. This would not be the case for Ratbag.

On December 13, 2005, just four months after Midway's acquisition of Ratbag, Midway Senior Vice President Matt Booty and a human resources representative visited Ratbag to inform Greg Siegele that the company had not reached suitable quality in their deliverables and that Ratbag would be shut down in two days unless they provided reasons for Midway to keep the studio open. According to former Ratbag employees, the company's suggestions included bringing in more experienced personnel from overseas, reducing the scope of Ratbag's operations, layoffs and moving to another budget title. The South Australian government and Premier even offered their assistance in keeping Ratbag operational, but the short deadline rendered their help ineffective. Midway shut down Ratbag on December 15, 2005.

Many believe that Midway chose to shut Ratbag down due to the company's heavy losses in the previous quarter due to the release of poor quality titles such as LA Rush. Former owners Siegele and Harrison's payment for the studio was contingent on their continued employment at the studio - Midway shutting the studio down resulted in the publisher not having to provide consideration for part of the acquisition deal. Former Midway employee John Romero also stated that Midway's request forms of demos, a vertical slice, was expensive and ineffective, and may have led to Ratbag's demise. The Wheelman project that had been in production at Ratbag was handed over to Midway's Newcastle studio. Former employees of the studio were gutted that the publisher had run off with their product, though ironically, the final version of Wheelman would be the last product Midway would release before being liquidated in 2009.

A comment about The Wheelman was posted at Digital Life in 2008 when it was noticed that Wheelman would be suffering deveopment delays, though this is unconfirmed;

"This title has an interesting history. It was originally being developed by Ratbag as one of their own IPs. Midway then bought them, took everything related to the game, fired everyone at Ratbag, shutdown the company and then gave everything relating to the game to the current creators. I wanted to see Midway go down but I realised that it's just a company and the suits that work there would just find another place to infest if that ever happened. BTW I never worked for Ratbag, I just had friends who did."

"retrogamingaus.com"

Wizard of Funk

Developer Playlogic Entertainment
Publisher Playlogic Entertainment
Genre Role-playing, EyeToy

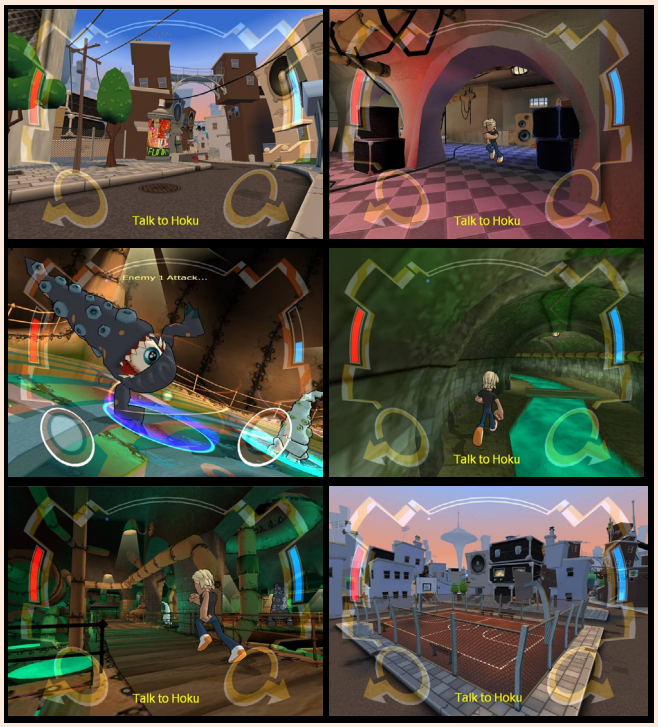
Wizard of Funk is a cancelled RPG that was in development in 2005 by Playlogic for the PS2 EyeToy add-on.

Players would have taken the role of a young wizard, to physically cast spells in front of the EyeToy Camera to defeat his enemies.

The game vanished from Playlogic's release list without any official statement but it may have been cancelled for quality reasons.

This project could have also been a proposal concept for an early PS3 game, with a prototype build created on their PS2 engine.

"unseen64.net"



We Are the Mods

Developer Rockstar Toronto
Genre Action-adventure

We Are The Mods is the cancelled spiritual sequel to The Warriors, a beat 'em up based on the 1979 movie of the same name. We Are The Mods was in development in 2006 by Rockstar Toronto, initially as a PS2 project, but soon Rockstar decided to move it to the Xbox 360 as one of their first games for the 7th generation of consoles.

We Are The Mods would have not been a direct sequel, as it abandoned the movie setting to create its own one, set in 1960s England during the mods and rockers brawls.

The game was never officially announced by Rockstar and it was unveiled only because of leaked assets in 2011. Some details were also found on the same developer's website:

"The project had begun as a PlayStation 2 spiritual follow-up to the earlier hit 'The Warriors', but part way through the development cycle Rockstar New York asked us to switch Mods from a Sixth Generation to a Seventh Generation development, changing from the PlayStation 2 to the Xbox 360 as the primary development platform. Much of the content here reflects that change, with Mods being the first Seventh Generation project the team had worked on. It was a learning experience for everyone involved. The game was similar in design and style to "The Warriors" but set in 1960's England at the height of the "Mods" vs. "Rockers" era."

World Sports Cars

Developer West Racing
Publisher Empire Interactive
Planned release Q1-Q2 2001
Genre Racing

World Sports Cars was in development by West Racing. The game would feature over twelve different cars, eight tracks, and a number of features that would add to the depth and realism of the game.

The cars in the game was created with a focus on detail and accuracy, both graphically and with respect to physics, handling, and sound. The game would allow the player to fine-tune the suspension by adjusting bumpstops, spring rates, damping, ride height, arm lengths, and more. The player also had complete control over the torque and power curves, transmission, and gear ratios.

Body panels was fully modeled, allowing a realistic depiction of panel-based car damage, as well as allowing operable doors and bonnets. Vehicles was designed to easily lose body panels during collisions. Vehicles would even drive as a chassis only if desired with no body panels at all.

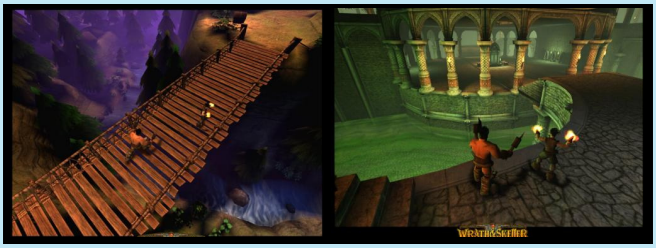
The tracks was detailed down to the amount and location of dirt on the track. Through the game, vehicles would accumulate realistic dirt, rubber, carbon dust, and other elements on the body and windscreen, which would in turn affect the performance of the vehicle. Engine failure was also possible in the game, and the chance of failure would increase in relation to the abuse of the transmission or other in-game factors.

World Sports Cars was scheduled for release in mid-2001, but was later cancelled.

Wrath & Skeller

Developer Warthog
Genre Beat 'em-up

Wrath & Skeller would centre around a vile sorcerer named Chyre, who is seeking to rule the world, and must be stopped by the brothers Wrath and Skeller, two newly recruited members of the secret organization Rook. Players would simultaneously control two characters, the brothers Wrath & Skeller, in a combat-intensive adventure spanning fantasy and futuristic settings. The game was to be played in a 3D overhead view.



Worms Battle Rally

Developer Team 17
Genre Racing

Worms Battle Rally is a cancelled karting game similar to Mario Kart, that was in development by Team 17 in 2003 / 2004, probably planned for the PS2, Xbox and GameCube. Very little is known about the game, and the reason why Team17 cancelled it is unknown.

Since Worms Forts: Under Siege was released in 2004, it is believed to be the replacement for Worms Battle Rally.

Although both Worms Battle Rally and Worms: Battle Islands obviously have similar names, they seem to have nothing in common.

"worms.fandom.com"

WWE Titans: Parts Unknown

Developer Next Level Games
Publisher THQ
Genre Sports

WWE Titans: Parts Unknown is a cancelled wrestling game, which was in development at Next Level Games (best known for Super Mario Strikers and Punch-Out for Wii) during 2004. It was planned for release on the PS2 and Xbox. This 1 vs. 1 fighter was cancelled for unknown reasons by its publisher, THQ.

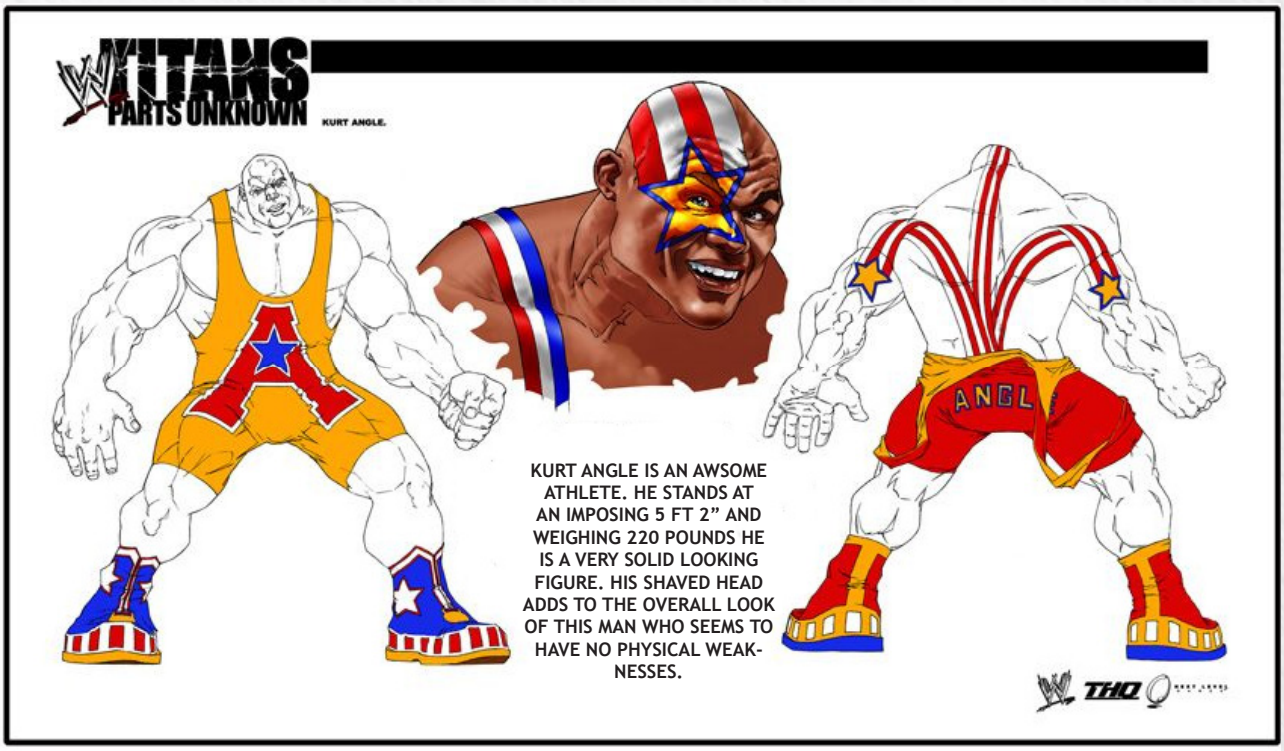
It appears the game never fully entered development and was subject to cancellation fairly early on. It's possible a prototype for it was created at one point, although no media of one has ever been recovered. It seems that Next Level developed a proposal to take WWE games in a very different direction, but the pitch was shot down by THQ. A variety of concept images from the planned game have since been unearthed from the blogs of former Next Level Games artists.

Titans attempted to add a new spin on the formula of previous WWE games. Its art style was very different from the norm of the series, featuring exaggerated character designs and more cinematic locales for its stages.

The level settings of WWE Titans were varied and diverse, in comparison to other wrestling games. They ranged from urban environments, like the rooftops of a city, to the top of an old castle in a snowy wilderness. It appears that some of the individual wrestlers had arenas dedicated to them, as one of the concepts is labelled "Cena Stage".

Alongside a number of established wrestlers, the team also experimented with its own original cast members made for the game. In one of the drawings created for the project, it looks like they played around with the idea of adding anthropomorphic warriors, based upon animals like crocodiles and bears; in addition to sorcerer characters.

Aside from the stylised look of Titans, there remains little information available on its planned gameplay mechanics. One big feature was destructible environments, which appear to have been one of the title's key focuses. Work made by one of Next Level's artists detailed how players would have been able to destroy the walls around the castle arena.


WWE TITANS
PARTS UNKNOWN
KURT ANGLE.
KURT ANGLE IS AN AWSOME ATHLETE. HE STANDS AT AN IMPOSING 5 FT 2" AND WEIGHING 220 POUNDS HE IS A VERY SOLID LOOKING FIGURE. HIS SHAVED HEAD ADDS TO THE OVERALL LOOK OF THIS MAN WHO SEEMS TO HAVE NO PHYSICAL WEAK-NESSES.
ANGL
THQ

WCW Wrestling

Developer Electronic Arts
Publisher Electronic Arts
Genre Sports

Not much is known about the first PS2 game in EA's World Championship Wrestling series.

Electronic Arts first revealed in mid-2000 that they were developing a WCW title for the upcoming PS2. The company told how the PS2 would benefit the WCW game franchise. According to EA, for the PS2 version of the game, the company was making use of new technologies to make the game more realistic than ever.

"For the original PlayStation, we would have simply used drawing software to recreate Goldberg from a picture of the wrestler. But that's so last millennium; for the blazingly fast PlayStation 2, anything less than hyperrealism is unacceptable."

A month later however, Electronic Arts said the game would ship without the official WCW license and would not include the wrestlers from that organization.
Larry Probst, chairman and CEO of Electronic Arts, told investors;

"You won't see a WCW-licensed wrestling product, but you will see a wrestling product from us. It is being developed by a studio in Japan, which is responsible for most of the best-selling wrestling games from THQ. It will be a nonlicensed product, but we think it will be fun and great."

WCW was at the time bought out by its primary competitor, the WWF. Electronic Arts is in jeopardy of losing its WCW license as a result of the buyout. Electronic Arts took a "wait and see" approach, as specific details regarding the buyout deal had not been solidified. If the WCW were to retain its own franchise rights, the organization would conceivably provide licensing options to third parties such as EA.

WCW Mayhem 2

Developer AKI
Publisher Electronic Arts
Planned release xxxx
Genre Sports

Originally announced in February of 2000, WCW Mayhem 2 is the PS2's first installment of Electronic Art's popular wrestling franchise. Moving in a whole new direction, this game would feature different stars of the WCW including Ric Flair, Booker T, Big Poppa Pump, and Sting. Additional features for this sequel would include a cinematic storyline with branching paths, more than 1000 different wrestling maneuvers and submissions, multiple match types like first blood and gauntlet, and several other fan-oriented surprises.

Unfortunately for fans, WCW Mayhem 2 was never completed as the WWF's purchase of the WCW in March of 2001 negated Electronic Art's licensing deal. The technology and engine, however, were later used in part for EA's future wrestling title, Def Jam Vendetta.

Zidane Football Generation

Developer Trecision
Publisher Cryo Interactive
Genre Sports

Zidane Football Generation is a soccer game developed for the PS2 by Trecision. Like Scooty Racers, it was cancelled after the developer filed for voluntary liquidation in 2003.

Music would be composed by Nicola Tomljanovich whose previous works include music for popular titles such as Superbike World Championship.

Zombies

Genre First-person shooter

Zombies was a mix of FPS and survival horror. Player would have to find objects to block paths, use electricity or gas to forge a path to freedom. They would aslo have to find food and medication to save themselves and that of other survivors.

Zombie attacks to the player would have slowly turn them into one of them, becoming slow and clumsy, but also more resistant to bullets and other attacks.

"unseen64.net"

World's Scariest Police Chases

Publisher Sierra Entertainment
Genre Racing, Action

Based on Fox Broadcasting's anthology TV series of high-speed pursuit highlights, World's Scariest Police Chases would put players in the driver's seat of a police cruiser in 20 crime-busting missions. Players would be on the lookout for an array of illegal activity, including drunk drivers, robberies in progress and deadly shootouts. Once engaged, they'll pursue suspects through a dynamic city by taking shortcuts and using aggressive tactics as necessary to apprehend them.

World's Scariest Police Chases 2

Developer HotGen Studios
Genre Racing, Action

Cancelled sequel to World's Scariest Police Chases. The game would apparently include over 20 police chases which takes place in three cities, involving over 50 different vehicles.

Wolfman

Publisher Phoenix Games
Genre Racing

Wolfman is an action game, published by Phoenix Games, which was, like many of their games, cancelled before it was released.

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100 Bullets
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3D Real Driving
6GUN
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A-Ressha de Ikou 2003
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America's Army: Rise of a Soldier
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Cash on Delivery
Catan
Cel Damage 2
Champion Sheep Rally
Chariots The First Olympics
Charlie Brown's All-Stars
ChopLifter
City of the Dead
Classified: The Sentinel Crisis
Clive Barker's Undying
Clockwork Online
Code: Inferno
Combat Mercenaries
Command & Conquer: Renegade
Contra Online
Cool Boarders: Sold Out
Cortex Chaos
Cowboy Bebop
Crank the Weasel
Crashed (Totaled!)
Croc 3: Stone of the Gobbos
Crushed Baseball 2004
Crystal Zone
D.i.R.T. - Origin of the Species
Dancing with the Stars: We Dance!
Danny Phantom: The Ultimate Enemy
Danny Phantom: Urban Jungle
Dark Earth
Daredevil: The Man Without Fear
Dark Angel: Vampire no Mokushiroku
Darkblack
Dead Rush
Deadlands
Deadlight
Deadline
Deadly Premonition
Deadly Species
Dealer: Chronic, Pills & Coke
Delta Force
Densen
Destroy All Humans! Big Willy Unleashed
Deuce
Dexter's Laboratory Robot Rumble
Dinosaur Zoo
Dirty Harry
Dirty Work
Dino Crisis 3
Disney's Brother Bear
Disney's Atlantis
D-Jump!
Dodge Ball: World Chaos
Dodge Ball: World Chaos
Dogs Tail
Doomsday Rescue
Doomsday Rescue
Dragon Booster
Dragonkind
Drake of the 99 Dragons
Dreamland Chronicles: Freedom Ridge
DT Racer Refueled
Duke Nukem Forever
Duke Nukem: D-Day
Dungeons & Dragons Heroes
DX2: Invisible War
E.T.: Return to the Green Planet
EA Supercross 2002
Earthworm Jim 2003
Eastside Hockey Manager 2
Ecks vs. Sever
Eden
Emergency Mayhem
Enclave 2
Evil Genius
Evil Twin 2: The Messenge
EX Nippon Tokkyuu Game (EX Nippon Tokkyuu Ryokou Game)
Exhibition of Speed (Roadsters Trophy 2000)
EXO
Extreme Force
Extreme Pool
Extreme Wakeboarding
Eyebou

EyeToy: Play 3
F1 Racing Championship 2
Falcone: Into the Maelstrom
Fall of the Artificer
Fallout: Brotherhood of Steel 2
Fallout Extreme
Far Cry 2
Far Cry Instincts
Far East of Eden
Fear Factor: Unleashed
Fate Of Ages
Fear & Respect
Fear Effect Inferno
Fear Factor Unleashed
Ferrari 360 Challenge
Fighting Force 3
Final Fantasy 13 (XIII)
Final Fantasy III
Final Fight: Seven Sons
Forsaken 2
Four Horsemen of the Apocalypse
Freedom Fighters 2
Frogger Helmet Chaos
Full Shot Golf (ふるショットGOLF)
Full Throttle 2: Payback
Full Throttle: Hell on Wheels
Fun Park
FX Racing
Galidor: Defenders of the Outer Dimension
Game of Death
Gander Mountain Trophy Hunter 2007
Genseijin Justirisers
Georama Sensen Ijounashi: Berlin e no Michi
George Romero's City of the Dead
Gex 4
Ghostworld
Ghouls & Ghosts Online
Gladiator Wrestling
Gladiator: The Crimson Reign
Go!Cam
Goblin Quest
Godzilla: Destroy All Monsters Melee
Going Gnome
Good Cop, Bad Cop
Gran Turismo for Boys
Gravenville (Ghost Master)
Gremlins
Groove Runner
Ground Control
Gun Hearts（ガンハーツ）
Gunslinger
Guy Savage (MGS3)
H2Overdrive
Hell On Wheels
Hell's Deep
Hell's Kitchen
Heroes of the Indianapolis 500
HILL Project
Hirelings
Hokuto No Ken: Legend Of The Final Hero
Honkakuteki Pachi-Slot Mihata Kouryaku Series: Mirukiba & Kirakuin
Horrorville
Hyper Tour
Ice Nine
IHRA Drag Racing 2004
Ikon / Scavenger
Image Sketch
In the Groove 2
I-Ninja 2
Ice Nine
Inquisition
Intelligent Games Music + Platform
Internet Karaoke
Inuits
Iron Eagle Max
Iron Soldier 3
Jason
Jekyll and Hyde
Jet Moto
Jimmy White's Cueball World
Jinrui Sousakan Pony: Alien vs. Alien
Johnny Whatever
JoJo no Kimyou na Bouken: Ougon no Kaze
Joust 3D
Jurassic Park Survival
Justice League
Kaiketsu! Osabakiina
Kat Burglar
Katan
Kawasaki Snowmobiles
Kid Ninja: Spirit of the Dragon
Kiki Kai Kai 2
King of Fighters Maximum Impact Regulation A2
Kinkou Hakken Game: Ippatsu Senkin!
Kita e. Diamond Dust Volume Winter
Knights
Knights
Konami's Moto-X
Kouma
Kunai
La Femme Nikita
Lady Sia 3D
Lamborghini
Lamborghini FX
Lamborghini
Legacy of Kain: The Dark Prophecy
Legions of Fear (La Toile du Diable)
Lego Harry Potter: Years 1–4
Lego Star Wars: The Complete Saga
Lien: Owaranai Kimi no Uta
Liquid Matrix
Lobo
Lost D Project
M&M's Adventure
M2 Rock
Madden NFL 13
Madstix
Mafia II
Magic Karts
Martial Arts: Capoeira Fighters
Martin Mystère: Operation Dorian Gray
Matantei Loki Ragnarok: King of Chiisa wa Shiawase
Match Point Tennis
Max Bullion Billionaires Racing
Maximo 3
Maximo: the Dark Knight
Medal of Honor Fighter Command
Medal of Honor: Allied Assault
Medal of Honor: Airborne
MediEvil 3: Fate's Arrow
Metal Arms 2
Metal Shell
Metallica: Damage Inc.
Milo and the Rainbow Nasties
Monster Island
Monster Knight
Motorhead2
Ms. Pacman: Maze Madness 2

Mucha Lucha
Muragiri
Musou no Go (無双の碁)
Namco Sports Online
Navy Force
Navy Seals
NCAA Gamebreaker 2002
Necroscope
Neighbours from Hell 2
Nelson Monfort's Ice Skating
NFL Quarterback Club 2003
Nickelodeon Party Blast
Ninja Gaiden
Nightfall
Nightmare Creatures 3
Nooks and Crannies
Novadrome
Nui Pets Cafe
Oddworld: Stranger's Wrath
Okao Haisaku: Torikomi Tengoku
Omikron 2 Nomad Soul Exodus
Ongaku Game
Orchid
Orpheus
OutRun 2
Outcast 2: The Lost Paradise
Pachi-Slot Aruze Oukoku 8
Painkiller: Hell Wars
Pariah
Perfect Golf 3
Perfect10
Picassio
Picture Paradise Club (ピクチャーパラダイスクラブ)
Pillage
Pirates of the Caribbean
Plague of Darkness
Planetarium
Play with Fire
Pocky & Rocky / Kikikaikai 2
Pojo the Chicken
PolyCraft
Poncotsu Roman Daikatsugeki Bumpy Trot 2
Popeye: Hush Rush for the Spinach
Power Rangers: Mystic Force
Powerpuff Girls: Shock of Ages
Powerslide 2: Slipstream
Powerslide Slipstream
Primal 2 [PS2 – Cancelled]
Project Alien
Project Carbondale
Project Dagger
Project Hermes
Project Sandman
Project Snowblind 2
Protected: Brain Wave Project
PSYCHO 5-0
Pterosaur – Dawn of Destruction
Pursuit Force: Extreme Justice
Putt Nutz
Puyo Puyo Sun Ketteiban
Quad Biker
Quiz Game
Rakuen Danshi: Beast Harem
Rally Hard
Rapala Fishing Frenzy 2009
Rapala Pro Tournament Fishing
Ratchet & Clank Future: Tools of Destruction
RealPlay Bowling
RealPlay Tennis
Rebel Dive
Remote Control Dandy SF: Hoshi no Kodomotachi
Renegade Zero
Resonance
Retro Strike
Return Fire 3
Rise to Honor 2
Road Rash: Next Generation
Road to Sunday
Rock Band: Japan
Rocket Power: Zero Gravity Zone
RockSteady
Rollercoaster Tycoon: The Peeps
Romance of the Three Kingdoms Online
Rubis
Rubu Tribe
Rune Chaser
Runners
Rush Club
Rush Project
Safari Joe
Saffire
A Sound of Thunder
Sahara
Sakura Himenishiki Emaki
Sakura Taisen Monogatari: Teitoban
Samurai Shodown V
Sandlot Basketball
Savage Safari Hunt
School Days
Scooty Racers
Score Note
Sega Ages: Bare Knuckle
Sega Ages: Phantasy Star IV
Sega Ages: Phantasy Star Trilogy
Sega Team: Time Crystals
Seirai Hata RayBlade 2
Sekai Saikyou Ginsei Igo 7
Sengoku Mahjong: Tsuwamono
Shadow Command
Shadow Of The Sun
Shaolin Streets
Shaun Palmer's Pro Snowboarder 2
Shin Chuuka Daisen
Shin Tentama
Shinki Gensou: Spectral Souls III
Shrek
Shutokou Battle Online
Sidhe
Silent Space
Siren: Special Edition
SiN
SiN: Wages of Sin
Six Flags Fun Park
SK8
Skate or Die Reboot
Skies of Arcadia
Skies of Arcadia 2
Skratch: a Magical Tale
Skylanders: Spyro's Adventure
Slipshod
Slugger!
Snake Plissken Chronicles
Soldnerschild 2
Sonic & Sega All-Stars Racing
Soshite Kono Uchuu ni Kirameku Kimi no Shi 2
Soul Surfing
Space Quest
Spawn: In the Demon's Hand
Spec Ops
Spec Ops: Airborne Division

Specwarrior
Speed Machines 2
Spinout
Splash Dive
Spooks
Squidney Gudge
Star Wars Galaxies
Star Wars: Battlefront II (EA Best Hits)
Starcraft: Ghost
Stargate SG-1: The Alliance
Starship Troopers
Starsky and Hutch 2
Street Hoops 2
Stung!
Stunt Car Racer Pro
Stunt Driver
Suki na Mono wa Sukida Rashouganai + White Flower + Sukisyo!
Super Duper Sumos
Super Runabout: New York Edition
Super Street Racing
Super Trucks Racing 2
Supercar GT
Supercross 2002
Surf Assault
Survival Zone
Survivor
SWAT Commando
Swords of Yi
SX Superstar
Symbiosis
Syndicate
Tankers: Smoking Barrels (Tanker)
Taxi Driver
Technomancer
Tecmo Sports: Bakuretsu King
Tekkouki Mikazuki
Templar
Ten Pin Alley 2
Tenkuu no Symphonia 2
Tetsuman: Menkyo Kaiden
The Ace Of Spade
The Cabal
The Chronicles of Riddick: Escape from Butcher Bay
The Dreamland Chronicles: Freedom Ridge
The Executives
The Fast and the Furious
The Four Horsemen of the Apocalypse
The Getaway Online (HOME Proto)
The Good, the Bad and the Ugly
The Last Job
The Last Ninja 4
The Lord of the Rings: The Treason of Isengard
The Lost
The Magical Ninjya: Jiraiya Kenzan
The Movies
The Nomad Soul
The Office
The Regiment
The Retriever
The Settlers: Heritage of Kings
The Splizer
The Thing 2
This is Football 2006
Thorgal: Odin's Curse
Tidal Riders
Tidejackers
TimeShift
Time Traveler
Tintin
TinTin
Tiny Toon Adventures: Defenders of the Looniverse
Tiny Toon Adventures: Defenders of the Universe
Titanium Angels
Title Defence
Title Defense
Tom Clancy's Ghost Recon: Island Thunder
Tom Clancy's Rainbow Six Critical Hour
Tom Clancy's Rainbow Six Vegas
Tom Clancy's Rainbow Six: Rogue Spear
Tomb Raider: 10th Anniversary Edition
Tonic Adventure (Tonic Trouble 2)
Toon Army
Top Gun 2
Tornado Alley
Touge no Battle
Toxic Grind
TransWorld Surf
Tremors: The Game
Trigun: The Planet Gunsmoke
Trophy Bass
Tsuushin Shanghai
Turnabout
Turok Evolution Sequel
Twerps
Twisted Metal Black 2: Harbor City
Ultimate ATV
Ultimate Band
Underground
Unnamed FPS
Unsung Heroes
Untitled Fantasy Multiplayer Game
Urban Football Championship
Urban X Tribe
USS Antarctica / Lost Mantis
Vectorman
Velocity
Vexx (Clip & Mischief)
Virtual Ocean
Virtual Pool: Tournament Edition
Voodoo Islands
Wacky Races starring Dastardly & Muttley
War Judgement
WCW Mayhem 2
WCW Wrestling
We Are the Mods (The Warriors 2)
Wheelman
Wild Justice
Wingz
Wizard of Funk
Wolfman
World Neverland 3
World Pool Challenge '06
World Sports Cars
World's Scariest Police Chases 2
World's End
World's Scariest Police Chases
Worms Battle Rally
Wrath & Skeller
Wreck'n Krew
WSC Real 08: World Snooker Championship
WWE Titans: Parts Unknown
X10
XI Bakuhatsu
Yamasa Digi World Series: Matsuri no Tatsujin
Youkoso Hitsuji-Mura 2
Yourself!Fitness: Lifestyle
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Zombie Revenge
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SOUL REAVER 2
THE LEGACY OF KAIN SERIES
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PC CD-ROM
PlayStation 2
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Homebrew

."Wikipedia"

Homebrew for the PlayStation 2 refers to the independent development of video games by consumers themselves for the PlayStation 2 video game console.

Sony released a Linux-based operating system for the PS2 in a package that also includes a keyboard, mouse, Ethernet adapter and HDD. The kit boots by installing a proprietary interface, the runtime environment, which is on a region-coded DVD, so the European and North America kits only work with a PS2 from their respective regions.

In Europe and Australia, the PS2 came with a free Yabasic interpreter on the bundled demo disc for some time. This allows simple programs to be created for the PS2 by the end-user. This was included in a failed attempt to circumvent a UK tax by defining the console as a "computer" if it contained certain software.

A port of the NetBSD project and BlackRhino GNU/Linux, an alternative Debian-based distribution, are also available for the PS2.

Using homebrew programs (e.g. 'SMS Media Player') it is possible to listen to various audio file formats (MP3, OMA, Ogg Vorbis, AAC, FLAC, AC3), and watch various video formats (DivX/XviD, MPEG1, MPEG2, MPEG4-ASP in AVI Container) using the console. Media can be played from any device connected to the console i.e. external USB/Firewire/thumb drive/hard disk drive (FAT32 only), the internal hard disk on early revision consoles, optical CD-R(W)/DVD±R(W) disks (modded systems or patched disks), or network shares (Windows Network or PS2 host: protocol).

Homebrew programs can be launched directly from a memory card on unmodified consoles by using certain software that takes advantage of a long known and used exploit, dealing with the boot part of the EE/IOP process (Independence).

Homebrew programs can be used to play patched backups of original PS2 DVD games on unmodified consoles, and to install retail discs to an installed hard drive on older models (ESR, HD Loader, HD Advance, Open PS2 Loader).

Homebrew emulators of older computer and gaming systems have been developed for the PS2.

A more recent development (May 2008) called Free McBoot allows homebrew programs to be launched without a trigger disc required by the older exploit. This also allows use of homebrew on unmodded systems without a functional disc drive. However, installation of the exploit to each individual memory card requires an already exploited/modded system in order to launch the installer. Copying from one memory card to another will not work. This newer exploit will not work on the very newest PS2s (SCPH-9000x model with BIOS 2.30 and up) but will work on all models prior to that. The newest versions of Free McBoot, version 1.90 and newer, also have the ability to install and boot from both Sony and non-Sony HDDs when using a "fat" PS2 and network adapter. This support is called Free HDBoot or FHDB. With a few minor issues, it is now possible to game entirely from the HDD, without needing to use the optical disc drive nor a physical memory card.

If the users TV has a bad scaler (or they're using VGA and want to force a proper resolution, for example) users can use GS Mode Selector [GSM] to force video mode outputs.

Free McBoot [or Free HD Boot/FHDB, if using FMCB off a HDD] bundles in a few core apps in their recommended package; uLaunchELF [unofficial ELF launcher, probably the most important part], HDLoader, ESR and SMS [simple media system]. uLE (uLaunchELF) is basically a file browser with settings that will affect the system. Users can browse the USB/HDD/memory card etc. using uLE and launch ELF [app files] from it. Users can also copy, paste and move files – even memory card save files. HDLoader is Hard Drive Loader; users boot games from the HDD. ESR boots burned games from a DVD. SMS is a simple media system that will play/view basic media files.

Free McBoot has a plethora of apps to choose from. As mentioned, there is GSM to force outputs, from 480p to HDTV 1080p. Open PS2 Loader [OPL]. Users can make a virtual memory card on a USB/HDD with OPL's "+VMC" edition, or force outputs [this is helpful if users are playing an American [NTSC] game on your European/Australian [PAL] console. Along with this, users can update OPL over their network. They can also play games, like DOOM, directly ported to PS2 or use emulators to emulate NES, SNES games, etc. Or play fanmade games – like Super Mario War.

This is a loose collection of interesting homebrew games and software. The games are listed in no particular order.

Most games can be downloaded from psx-place.com, but you will need a softmodded (jailbroken) PS2 for these to work.

https://www.psx-place.com/

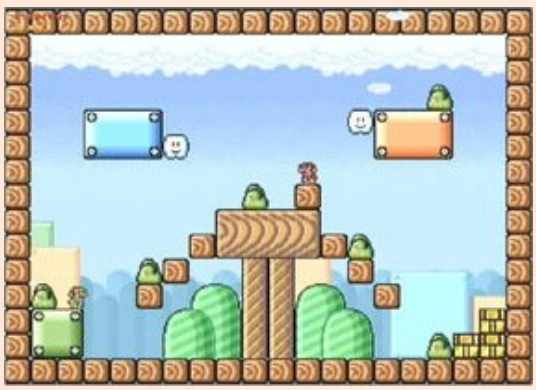
Super Mario War

Developer Florian Hufsky, Michael Schaffer
Genre Racing

Super Mario War is an open-source, cross-platform, platform-adventure game and level editor first released on December 16, 2006 and developed by Michael Schaffer and Florian Hufsky. It is based upon gameplay elements and audio that are cloned from Nintendo's Super Mario series. The game centers on players fighting each other by one player jumping on the other player's head, or by making use of items, which can be picked up during gameplay.

The game feature up to four players, unreal tournament announcers, different game modes and uses the SDL+SDL_Mixer source code.

Download:
https://www.psx-place.com/resources/super-mario-war.429/



Geotron

Developer Jum Hig
Released 2005
Genre Shooter

This is a version of a simple old school arcade game called "Geometry Wars" for Xbox. The game feature an Simultaneous 2-player mode and saves high scores to the memory card. It can also be run off a memory card using "independance exploit"

Players need a dual shock controller to play it. It uses the left analog stick to steer, and the right analog stick to fire. L1 or R1 triggers a smart bomb.

Download:
https://www.psx-place.com/resources/geotron.414/

The Dungeon Game

Developer Jum Hig
Released August, 2016
Genre Action

The Dungeon Game is a small game inspired by games like Dungeon Siege and Diablo. It features third-person perspective camera, PS2 controller input, melee combat between player and enemies, particle effects, shadow-blobs and MD2 animations. It feature no health items, but killing an enemy will give some HP back.

Download:
https://www.psx-place.com/resources/the-dungeon-game.412/

Flashback (REminiscence)

Developer Gregory Montoir
Genre Action-adventure

REminiscence is a re-implementation (emulator) used for the original 1992 version of Flashback. It is the spiritual successor of Another World/Out Of This World and it distinguishes itself with rotoscoped graphics, polygonal cutscenes, and a Prince of Persia-style gameplay system.

Gregory Montoir (cyx) single-handedly rewrote the engine that is running Delphine's Flashback. Game sources (along with modifications) for PS2 are available under GNU Public License.

This is a hybrid release, it's a mix of several versions. The PC undoubtly had the best graphics, and vectorized animation sequences. Amiga used 4 channels audio and sound effects.

Download:
https://www.psx-place.com/resources/flashback-reminiscence.413/

PANG

Developer gawd, evilo (@psx-place.com)
Genre Racing

Pang is a remake of the old arcade ball game Pang! In the game, players need to shot one or more bouncing balls. When shot, the balls splits into two smaller balls. Players will have to clear the screen to go to next level.

The game feature Joypad support, remade sound code and several new flags.

Download:
https://www.psx-place.com/threads/pang.11169/

Dave Gnunkem for PS2

Developer Drakonite
Genre Action-platformer

Dave Gnukem is a 2D scrolling platform shooter. It is inspired by and similar to Duke Nukem 1. Although this is finished game, it is playable. Players can walk, jump, shoot enemies, collect stuff, die, teleport, open doors, use lifts, open boxes etc.

Download:
https://www.psx-place.com/resources/dave-gnukem-for-ps2.410/

Jump 'n Bump

Developer Gil Megidish
Genre Platformer

Jump 'n Bump, first released in 1998 by Brainchild Design, involves up to four rabbits in multiplayer deathmatch: Dott, Jiffy, Fizz, and Mijji, trying to hop onto each other's heads to squish each other and score a point, while sending gibs flying everywhere.

The PS2 version only supports the default level. It feature a two-players mode and a 4-player mode with multitap.

Download:
https://www.psx-place.com/resources/jump-n-bump.416/

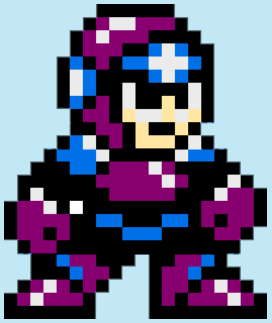
Rockbot

Developer protomank
Genre Platformer

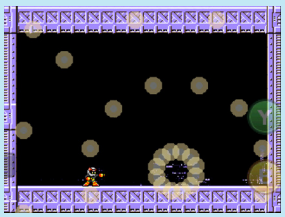
Rockbot is an open-source, SDL based, game engine to replicate old style Rockman/ Megaman games, being as close as possible of Rockman 1-6, and an editor made with Qt, for custom graphics, weapons, bosses, enemies and level creation.

The game feature dialogs, saves and a story plot.

The game is availabe on several different platforms, including PC, Nintendo DS, Dingux and Open Pandora, among others. The game is also available through itch.io.



Download:
https://www.psx-place.com/resources/rockbot.432/



Xrick

Developer bigorno
Genre Platformer

Xrick is a clone of the 1989 game, Rick Dangerous. Xrick was rewritten by bigorno between 1998 and 2002, and made available on a handful of platforms, including the PS2.

Download:
https://www.psx-place.com/resources/xrick.434/

Guitar Fun

Developer Hermes / Elotrolado.net
Released 2007
Genre Music

Guitar Fun is a game that uses the guitar peripheral (necessary), present in games like Guitar Hero, to produce an experience similar to this game but with customized songs by the user.

The game plays similar to that of the Guitar Hero series. If players press the notes without failing, the multiplier increase the value and they obtain more points. The right indicator is used to know if they are good or bad guitarist, but it is used as multiplier too.

The game support the joypad in same way of Guitar Hero and the use of USB Keyboards (Frets On Fire Style). It can also read songs from CDROM and USB mass storage (the PSP, for example). It also includes a single player mode and two multiplayer modes: Guitar Battle (guitar vs guitar) and Cooperative (guitar and bass)

Inspired in PC game, Frets On Fire, it shares the same song format (2-3 tracks of audio in Ogg format, one MIDI with the notes to play and one .ini file with the title/author of the song).

As of september, 2019, the game is playable but still in BETA.

Download:
https://www.psx-place.com/resources/guitar-fun.558/

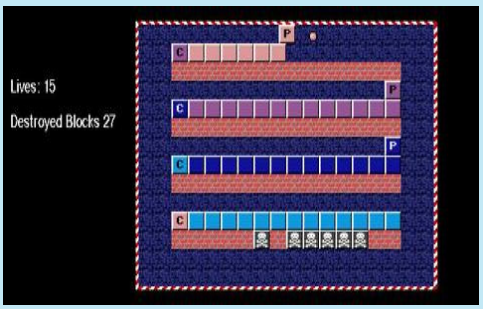
Ballion

Developer Mitglied
Genre Action

Ballion is based on the C64 game Crillion. The game is similar to Breakout except there is no paddle and the player controls the ball directly. The ball always bounces up and down and the player only controls its horizontal movement. When the ball hits a block of the same color it will dissolve. The object of the game is to clear all blocks while avoiding the skull blocks.

The code is written using the free ps2dev toolchain.

Download:
https://www.psx-place.com/resources/ballion-ps2.411/



Qbert

Developer ps2devman
Released April, 2014
Genre Puzzle

The PS2 version of Qbert is adapted in order to use left joypad and compile with 32-Bit Linux PS2SDK by doctorxyz.

Download:
https://www.psx-place.com/resources/qbert.427/

PS2-Racer

Developer James Lee
Released July, 2006
Genre Racing

PS2-Racer is a simple 3D racing game. This release, should be considered ALPHA. The game is written using ps2kit.

Basicly all players can do is drive around and try to beat their best lap times (C: is current lap, B: is best).

Download:
https://www.psx-place.com/threads/pang.11169/

NickyBoumPS2

Developer cosmito
Released October, 2016
Genre Platformer

NickyBoumPS2 is a port of a PSP port of Nicky Boum, a side-scrolling platform game first released in 1992. In the game, players controls the titular boy trying to rescue his grandfather from a wicked witch.

The game is compatible with the PS2 USB keyboard.

Download:
https://www.psx-place.com/resources/nickyboumps2.418/

Ifcaro's Tetris for PlayStation 2

Developer Ifcaro
Genre Puzzle

This is a Tetris version developed from scratch by Ifxaro. First for PC and then a port to the PS2.

Download:
https://www.psx-place.com/resources/ifcaros-tetris-for-playstation-2.415/

Tetris

Developer Viktor Gars
Genre Puzzle

This is a Tetris clone of dreamcast homebrew TetrisCD by Viktor Gars. The game is a simple clone and alot of functions have been removed from the Dreamcast version, including missing sound. This is more a tech demo then a game.

Download:
https://www.psx-place.com/resources/tetris.431/

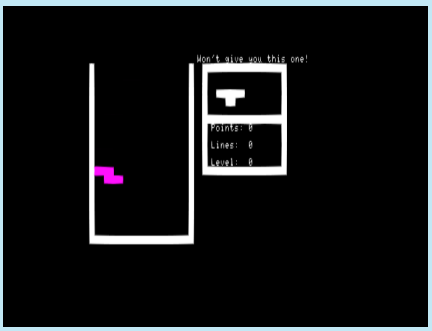
Bastet

Developer Drakonite
Genre Puzzle

Bastard Tetris, or Bastet for short, is a version of Tetris that was included with the Linux operating system. The main difference between Bastard Tetris and other versions of Tetris is that Bastard Tetris does not use a traditional Random Generator; instead, the game chooses Tetrominoes based on what the player does not need. In other words, the game actively tries to make it more difficult for the player by giving him or her pieces that are not needed and that are harmful. Despite this frustration Bastet is far from impossible, and players can still form plenty of lines.

This homebrew is a simple and fast port of Bastet to the PS2. The basic gameplay is intact, however extras such as the highscore list are currently removed and the game needs some polishing.

Download:
https://www.psx-place.com/resources/bastet-ps2.409/

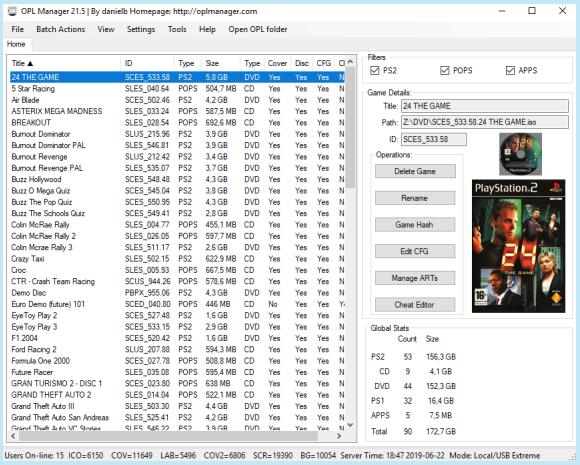


OPL Manager

Developer danielb
Genre Software

This tool let users change their OPL game collection. Users can fix/change iso files names, download game cover, disc, and screen-shots, clean their art folder for un-used art and edit Cheat Files.

Download:
https://www.psx-place.com/resources/opl-manager-tool-to-manage-your-games.663/

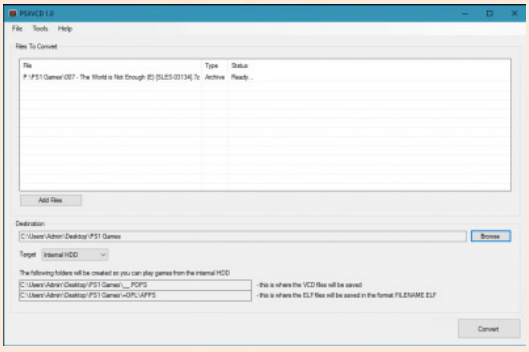


PSXVCD

Developer englishl1989
Genre Software

This application will help with converting PS1 games images (.zip, .7z, .rar, .ecm, .bin, .cue) into VCD to use it with POPStarter (a PS1 emulator for the PS2).

Download:
https://www.psx-place.com/threads/psxvcd.19063/

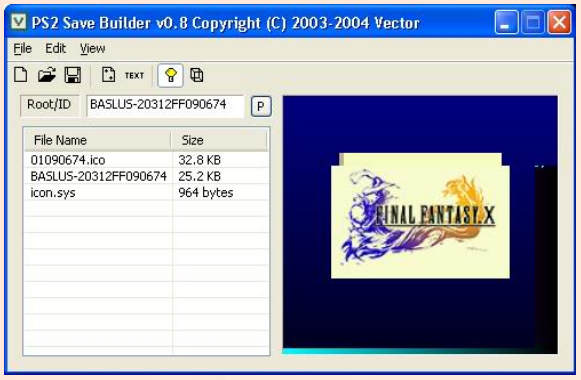


PS2 Save Builder

Developer Vector
Genre Software

PS2 Save Builder is a program to extract any save games into a folder and transfer them into a flash drive. Users can use w\uL-aunchElf to transfer it on a memory card.

Download:
https://www.psx-place.com/threads/ps2-save-builder.19057/



Shippy 1984

Developer CrappyGames, Evilo
Released 2004
Genre Shooter

Shippy 1984 is a small game designed to bring back nostalgia for the ways games used to be made.

The story of the game feature the Angryfez Army and their minions who have pointed the ultimate battle at earth. Only Happyfez can save the day

Download:
https://www.psx-place.com/resources/shippy-1984.428/

Playstation 2 Identification Tool

Developer SP193
Genre Software

PS2Ident is an identification tool that allows dumps of a PlayStation 2 console's ROM chips and MECHACON NVRAM to be made. It will also gather data from the console, for research purposes.

It has the following features:
- Dumps ROM chips (BOOT and DVD ROM) as a whole, not according to their contents
- Coloured user interface that is easy to use.
- Supports dumping to memory cards and USB mass storage devices.
- Supports multi-languages, which include the 8 supported languages by the PS2
- Gathers data of all known parts of the PS2.
- Attempts to automatically match the chip/part name with the version number of the part.
- Supports all PlayStation 2 consoles, including the SCPH-10000 and SCPH-15000, and the PSX (DVR unit).

Download:
https://www.psx-place.com/resources/playstation-2-identification-tool.368/

FCEUmm

Developer infval
Genre Emulator

FCEUmm is a Nintendo (NES) emulator for PS2. The emulator feature Multitap support up to 4 players, separate turbo buttons and a built-in game genie rom support.

Download:
http://www.ps2-home.com/forum/viewtopic.php?t=5406#p27496

Pintor

Developer Hermes
Genre Action

Pintor is inspired by a small arcade game based on the game Sinclair for the Spectrum.

The description of the game from the developer;

"You are John Doe and must walk the way to complete the boxes to change to the next screen. But you have to be careful because SCEA and their attorneys are looking to bite your ass. Fortunately, the enemies do not think and are blinded by greed. So as donkeys, they pulled forward and forward, without knowing for sure where are you."

Download:
https://www.psx-place.com/resources/pintor.421/

SMS (Simple Media System)

Developer EEUG (Eugene Plotnikov)
Genre Software

This is an all-in-one media center for the Playstation 2. It allows multiple USB Devices and/or IHD (Internal Hard Drive). It feature AVI, DIVX (with sound at a good frame rate), MP3 and + JPG support. The program also allows subtitles to be displayed.

Download:
https://www.psx-place.com/resources/sms-simple-media-system-2-9-rev-4.374/